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          *---== ST REPORT INTERNATIONAL ONLINE MAGAZINE ==---*
           """"""""""""""""""""""""""""""""""""""""""""""
               "The Original 16/32bit Online Magazine"
                               from
                          STR Publishing
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September 04, 1992   No.8.36
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> 09/04/92 STR 836    "The Original * Independent * Online Magazine!"
   """""""""""""""""""
     - The Editor's Desk      - CPU Report        - PORTFOLIO NEWS
     - Atari Reports Loss      - CA Pirate Nabbed! - GEMULATOR UPDATE
     - TREASURE CHESTS!        - People Talking    - GLENDALE UPDATE
     - GEMVELOPE NEWS!         - WAACE'92          - STR Confidential

                    -* THE "STORM" REVEALED! *-
                 -* DIAMOND EDGE NOW! -> GOOD STUFF! *-
                      -* POWERDOS RELEASED! *-
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                  ST REPORT INTERNATIONAL ONLINE MAGAZINE
                  The Original * Independent * Online Magazine
                          -* FEATURING WEEKLY *-
                  "Accurate UP-TO-DATE News and Information"
          Current Events, Original Articles, Tips, Rumors, and Information
                  Hardware - Software - Corporate - R & D - Imports
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                WHAT'S NEW IN THE ATARI FORUMS (September 4)

                       BILL REHBOCK IN CONFERENCE!
                PARTICIPATE AT 50% OFF NORMAL CONNECT-TIME RATES

The Atari Forums are pleased to announce an online conference with Bill
Rehbock, head of development for Atari's new 68030-based Falcon computer
on Tuesday, 8-Sept-92 at 8:30 p.m. EST (1.30 GMT).

Rehbock will discuss technical specifications of the Falcon and the new
MultiTOS (multitasking) operating system that will premiere with the new
machine. The computer debuted at a recent computer fair in Dusseldorf,
Germany.

Members can join the conference for a special price of 50 percent off the
normal connect time rates. To access the Convention Center, GO
CONVENTION.

ANNOUNCEMENTS FROM ATARI

Please see message # 33937 in the Atari Arts Forum (GO ATARIARTS) for an
announcement from Bill Rehbock concerning a FALCON030 offer and Fall
Comdex registration information.
FALCON030 VIDEO MODE DESCRIPTIONS

John Townsend of Atari Corp. has put together a file that describes in
detail the various video modes available on the FALCON030 computer.   Be
sure to download VIDMOD.TXT from LIBRARY 8 of the Atari Productivity Forum
(GO ATARIPRO) to read this comprehensive explanation.

ATARI 8-BIT FORUM UPDATE

CURRENT NOTES is looking for 8-bit articles. Now's your chance! See
message #20444 in the Atari 8-Bit Forum (GO ATARI8) for details.

STReport is now available in ARC format, for those who've wanted to read
it, but are unable to access LZH files. BRO STR*.ARC in LIBRARY 7 of the
Atari 8-Bit Forum (GO ATARI8)

                    THE ATARI PORTFOLIO FORUM ON COMPUSERVE
                             HAS BEEN DESIGNATED AN
                    OFFICIAL SUPPORT SITE BY ATARI CORPORATION

                 "GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

    ""

> From the Editor's Desk   "Saying it like it is!"
   """""""""""""""""""""""""

    The Labor Day weekend, heralding the end of summer and the new school
year. Some folks are overjoyed its this time of year and others are not
so happy.. right moms?   I any case enjoy this last weekend of the summer
season and do enjoy those BBQs.

    The Falcon is a reality now although certain aspects of are changed,
its cabinet will be the familiar grey we know and the keys will be a
darker grey with white markings.   Like most of you I hope this is the
"stroke" Atari has needed for quite a while. A great deal is riding on
the Falcon and it is a design that can, if supplied in enough quantity and
promoted properly, bring Atari back to the forefront with gusto.

    This week, I overjoyed to be able to help you slake your curiosity
thirst over the "STORM" warning we have been carrying here week after
week. In this issue is the whole lowdown on STORM.

    Somehow, I've managed to catch a dilly of a head/chest cold. I sound
like an old steam locomotive trying to get up to speed.   I don't wish it
on anyone out there so.... keep your powder dry and your head high. Hmmm
that didn't sound quite right. Ahhh it must be the Actifed Plus I'm
taking.   Have a great holiday weekend!

                Ralph @ STReport International Online Magazine

                        THE STORM IS ON THE HORIZON!

    ""

 STReport's Staff   DEDICATED TO SERVING YOU!
  """""""""""""""""

                        Publisher - Editor

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                    """""""""""""""""""
                     Ralph F. Mariano


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        Please, submit letters to the editor, articles, reviews, etc...
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            GEnie......................... ST-REPORT


 """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""


            "There is no comparison!  The Atari Falcon
               is far superior to the PC platform."
                                        Sam Tramiel, 08/92
 """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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> CPU STATUS REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
  =================

  Issue #36

  Compiled by: Lloyd E. Pulley, Sr.

-- Atari Corp. Sales Down Over 50% in Second Quarter -

Loses $39.8 Million

Atari Corporation reported that sales for the second quarter were $23.3
million, compared to $49.2 million for the same period in 1991. At the
same time, Atari reported an operating loss of $39.8 million compared to
a $30.4 million gain for the same period in 1991.

As part of the $39.8 million loss, the company has included charges of
$34.1 million in operating income (loss) in the second quarter 1992. In
the second quarter of 1991, the company reported income of $30.4 million
which included the gain on the sale of its Taiwan facility of $40.9
million.

  -- IBM Creates PC Unit

IBM announced the creation of a separate organization for its struggling
personal computer operation, a move to speed up the introduction of new
models at more competitive prices. The company's PC manufacturing, de-
sign, distribution and marketing operations worldwide will be placed
under an operating unit called the IBM Personal Computer Co.

  -- IBM, Canon may Share Venture

IBM and Canon have agreed to cooperate in developing small computers and
will begin selling their first product next year, a Canon spokesman said
this week. A spokesman for IBM denies that any formal decision has been
made.

  -- Compaq Offers New Laser Printers

Compaq Computer Corp. has introduced the first two products from its new
peripherals division. They are two network laser printers, the $5,499
20-page-per-minute (ppm) Compaq Pagemarq 20 and the $3,999 15 ppm Compaq
PageMarq 15. Reports say the units use printer languages PostScript
Level Two and PCL 5, and can switch automatically between them without
any user intervention.

The company says the Pagemarq 20 is the world's fastest all-around
desktop printer, twice as fast on average than Hewlett-Packard Co.'s
LaserJet IIISi with PostScript applications. It said the Pagemarq 15 is
on average 50% faster than the Hewlett printer.

Both printers connect to Novell Inc. and Apple Computer Inc. networks,
and up to five interfaces can be active at the same time. Compaq says
direct connectivity is supported through Ethernet, Token Ring and Apple-
Talk interfaces without the need for a print server, which conserves
system costs and eliminates support requirements.

  -- Toshiba to Develop New Rechargeable Batteries

Toshiba Corp. is teaming up with Asahi Chemical Industry Co. to develop
a new generation of rechargeable batteries.

The two companies will form a joint venture firm to develop and manufacture lithium ion batteries, which have about twice the power capacity of current nickel cadmium batteries.

The new company, A and T Battery Corp., will begin production in October 1993 and produce 500,000 batteries a month.

 -- SPA Says Software Sales Up 20.4%

According to a recent statement from the Software Publishers Association (SPA), North American application software sales for the second quarter 1992 increased 20.4%, reaching an estimated $1.49 billion (retail).

For the first half of the year, North American sales reached $2.74 billion, an increase of 20.1% over the first half of 1991. Combined North American and international sales were up 19.7% for the quarter.

  After a 51% growth rate in the first quarter, Macintosh applications growth tapered off, increasing 18.6 percent to $271 million.

  Spreadsheets displaced word processors as the largest application category. Sales of spreadsheets reached $236 million, an increase of 29% from the second quarter 1991, while word processor sales were $188 million, an increase of 13%.

  Disk-based entertainment software sales grew 56.7%, reaching $58 million.

  Drawing and painting program sales were also strong with sales of $61 million, a 48.1% rise from second quarter of 1991.

 -- Alleged Southern California Pirate Nabbed

U.S. Marshals in conjunction with Microsoft Corp. have seized 2,000 allegedly counterfeit copies of Microsoft software at Number One International Inc., a software distributor in South El Monte, Calif.

Microsoft says it has filed a lawsuit against Number One and its president, Randy Wang, alleging trademark and copyright infringement. It notes that seized business records indicate that Number One may have sold more than 20,000 counterfeit packages of the MS-DOS and Microsoft Windows operating systems during 1992.

The raid on Number One yielded purportedly bogus copies of MS-DOS operating system versions 3.3 and 4.01, in packaging which has been out of production since late 1989, in addition to the current MS- DOS version 5.0 and Microsoft Windows 3.1 operating system software.

Microsoft says the packages were illegitimate copies of Microsoft software manufactured by five different Microsoft original equipment manufacturer licensees.

In addition to substantial civil damages, Randy Wang could face penalties up to $250,000 and a prison term of up to five years if criminally prosecuted.

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                        PEOPLE... ARE TALKING
                        =====================

On CompuServe
----
compiled by Joe Mirando

From The Atari Productivity Forum
=================================

Well, the big news on CompuServe this week is that Bill Rehbock of Atari
Corp. hold a conference on Tuesday, September 8. This will be a "must
attend" conference. Sysop Ron Luks posts:

    "I'm ple0ased to announce that Bill Rehbock, director of application
    software and Falcon development, will be online in CompuServe's
    Electronic Convention Center (GO CONVENTION) on Tuesday, September 8,
    1992.

    The conference will focus on the hardware specs of the new FALCON 030
    and the MultiTOS operating system. We expect this session will be of
    interest to developers, techies, and all prospective Falcon owners.

    A special reduced pricing structure will be in effect for this special
    event. More details to follow."

From the "what will they think of next department, Dragonware Software
announces a new freeware product:

    "PowerDOS, from Dragonware Software (the LAN folks), is a freeware
    replacement for your TOS file routines. It includes routines which
    are rough equivalents to FATSPEED, PINHEAD, CACHExxx, and FOLDERxxx.

    GEMDOS-equivalent routines are written entirely in assembly language,
    for the greatest possible speed increase.

PowerDOS also includes multitasking, when used with compatible
programs such as PowerNET, also by Dragonware.

PowerDOS goes first in the AUTO folder. Separate developer docs
available."

Jim Ness posts his first impressions:

"Brash adventurer that I am, I have been using PowerDOS for the last 2
days, and it seems to work very well. I haven't multitasked anything
yet, but as a simple fast GEMDOS replacement, it lives up to its
billing. The NBM benchmark disk test shows a 183% improvement, under
PowerDOS."

Do you dislike the built-in font that comes with your ST? Some people
prefer it to DOS fonts, some hate it with a passion. Others would just
like the ability to change the font for whatever reason.

Matt Koundakjian mentions:

"Does anyone know of an Auto program that loads in a font in place of
the system font? I know of accessories such as Font Tricks but what
I'd like would be to not have to go through getting the acc in place
and finding the font, etc. I understand Font Tricks doesn't even save
a default non-system font. I'd still like a program in shareware so I
don't have to buy the Codehead's utils, just for this program. Thanks
in advance."

Albert Dayes of Atari Explorer Magazine echoes one of my first thoughts:

"You can try Warp 9 screen accelerator which allows the user to change
fonts in addition to the great speed increase. Warp 9 is by Codehead
Technologies."

Meanwhile, the question of which monitors will do what with the FALCON are
still confusing people (myself included). John Amsler asks:

"Wouldn't a multisync monitor solve the [apparent] problem: one
monitor <-> color AND mono?"

Jeff at Intersect Software answers:

"The Falcon (from all I've heard) will be able to use the Atari Color
monitor (SM1224) for the ST series for the LOWer resolutions. With a
640 X 200 screen they will display 256 colors instead of 4. I think
you are out of luck with any of the higher (VGA) resolutions. That
allows an easy route into the powerful new series for ST owners."

John Amsler asks:

"Wouldn't a[ny] multisynch monitor allow the Falcon to display 320 x
200 low AND 320 x 400 medium AND 640 x 400 high? Wouldn't the ISAC
card be able to "prod" the Falcon to display 1024 x 768? After all,
that's its "raison d'etre!"

Ron Luks asks:

"Isn't the fact that a specific resolution is "interlaced" or
"non-interlaced" a function of the computer rather than the monitor?"

Jim Ness replies with an understandable explanation of what interlaced
video is:

"No, the horizontal scan speed is the most important factor in whether
or not you have to use interlaced video. If the screen is refreshed
every 1/60th of a second, the video system has to be able to draw that
fast. The horizontal scan must be fast enough, in this case, to draw
480 rows of pixels, before 1/60th of a second has passed.

If it cannot do this, then it draws all the odd numbered rows first,
then goes back for the even numbered rows, interlacing the new scans
in between the previous scans. The effects is that the entire screen
is only drawn once every 1/30th of a second, and the flicker effect is
very noticeable.

The SC1224 has a very slow horizontal scan rate, so high vertical rez
requires interlaced video. I suppose that for graphics, it is no
problem, but for text it is undesirable. And, realistically, 640x200
is okay for text. The problem with it is that the SC1224 has a very
high dot size, so even at 640x200, you get some blurriness. If my
640x200 image were sharper, it would be as comfortable as the SM124's
640x400 mono."

John Amsler also asks about the FALCON's memory modules:

"Are these proprietary memory boards going to be available by Atari
--or whomever--at the same time the Falcon is released? I lived with

a 1 Mb 1040 from 1986 to 1990; I'd hate to have to buy a Falcon and then wait a year for the RAM upgrades to come out!"

Sysop Bob Retelle tells John:

    "Unfortunately those are all unknowns at this time.. Are these proprietary memory boards going to be available by Atari --or whomever--at the same time the Falcon is released? I lived with a 1 Mb 1040 from 1986 to 1990; I'd hate to have to buy a Falcon and then wait a year for the RAM upgrades to come out!"

John Amsler tells Bob:

    "Yes, a 1 Mb Falcon would be a serious disappointment ... and not being able to get the RAM upgrade board for several months would be a first-order aggravation.

    Just out of curiosity, is it reasonable for the public at large, like me, to "assume" that people like Dave Small, Jim Allen, the Codeheads, the guys at Double Click, etc., have already had a few Falcons "loaned" to them by Atari so they can, you know, "tinker?"

Sysop Ron Luks tells John:

    "Some of the people you mention have Falcons, some don't. I know that Atari is making Falcons available to developers as fast as they can. I'm pretty sure that the memory cards will be one of the first accessories made available, but you can pin down Bill Rehbock at the upcoming CO for a definite answer."

Jim Ness adds to Ron's reply:

    "Many US devs - and most overseas devs - do have Falcons right now. There were limited numbers of machines, so not everyone got one. Atari tried to determine which devs had products which could specifically take advantage of Falcon features, and got the machines to them.

    For instance, the Falcon cannot use the current Gadgets by Small GCR. So, naturally, they'd want to get one to Dave Small, so he could see about getting around that problem.

    On the other hand, the Codeheads got left out. Those Codehead products which are large, exotic and graphics (GDOS) intensive originate in Europe, and their authors DID get machines. The

Codeheads will get theirs in the next batch. There has been a lot of
        discussion about dev machines. It looks as though the next batch will
        catch everyone who really needs one."

On the subject of memory boards and pricing, Jim Ness later posts:

        "Well, we KNOW that they are building 14meg boards, since these are
        what they are offering to needy developers, in the recently Bill
        Rehbock message. And, they have advertised the price for 1meg and
        4meg machines, in US dollars, so I hope that means those two sizes
        will also be available. By the way, they also advertised the German
        price for 14meg machines, and if you use the same ratio of 14meg to
        4meg pricing, the US 14meg should sell for $1995."

From the Atari Arts Forum
=========================

Laurie Brimmer asks about graphics conversion:

        "Anyone know how to convert atari art files ie neo,degas to work on
        Corel Draw for the ibm pc?"

Albert Dayes of Atari Explorer Magazine tells Laurie:

        "The easiest way would be to convert neo, degas to GIF format and then
        there should be several programs on the IBM that can convert it to the
        format the corel draw uses. You can also contact corel on CIS too."

Laurie asks Albert:

        "Thanks for the help, however there is one more problem, how do you
        convert degas/neo picture files to GIF. Is there any shareware
        software?"

Albert replies:

        "There should be some files in this forum that can convert neo and
        degas files to GIF. If not ... I think there is a desk accessary that

will take GIF pictures of the screen that you can save to a file. So
you could display the picture on the Atari and then capture it to GIF
format. Someone will hopefully jump into this conversation and give
us more specifics on how this would work."

Sysop Keith Joins comes up with a slightly different conversion route and
asks Laurie:

    "Can Corel handle TIFF format? If so there is a MS-DOS program that
    will convert neo and degas pics to TIFF."

Don Kyte tells us:

    "I'm trying to write a GFX file converter program using a 24 bit
    intermediate format, and Spectrum 512 is one of the formats I'd like
    to include. Does anyone have details of this file format, or can tell
    me where I can get this information? I can then convert Spectrum
    files to 24 bit RGB and hence to some other format such as GIF, TIFF,
    etc."

Sysop Bob Retelle tells Don:

    "I think we have the Spectrum file formats in our software library
    here... I don't remember the filenames, but checking with the Atari
    File Finder with a keyword of SPECTRUM should turn them up for you."

From the Atari Vendors Forum
============================

Jody Golick asks Charles F. Johnson of CodeHead Technologies about a
problem that cropped up while using G+Callig (the version of G+Plus, the
GDOS replacement from CodeHead, that is shipped with the Calligrapher Word
Processor) with Notator. She tells Charles:

    "With G+CALLIG installed, the fonts in Notator don't work properly.
    Notator docs are no help. G+CALLIG is delivered undocumented. So I
    have to ask you. Though I'd prefer to read the docs first and pester
    you only when I'm deeply mired."

Charles replies:

"I'm not very familiar with Notator, so I don't know how it uses GDOS
for its fonts, but your trouble probably has something to do with your
ASSIGN.SYS file. Chances are that when you install Notator, it
creates an ASSIGN.SYS file for itself containing the names of the
fonts it uses. See if you find such an ASSIGN.SYS file on any of your
Notator disks; you'll probably have to boot up with that ASSIGN.SYS in
the root directory of your boot drive when you use Notator."

Rob Rasmussen asks about Superbase, the database. He tells us:

"I have some questions on the File Definition and the formats for
fields. First, in a text field I can choose upper or lower case, or
capitalize. With capitalize, it only lets me have the first word
capitalized. What if I wanted a person's first and last names to be
included in a field? Or if the field was for song titles, where
certain words are capitalized? Mixed upper and lower case would be
great. In the examples in the manual, first and last names were in
different fields, but I may not want it this way. Is it possible to
define a field to accept numbers_and_ text? An item like "215 Blue" or
"215 b", where in my case, they don't need to be separated in
different fields."

Patrick Long tells Rob:

"You can define a field as "text" and it will accept alphanumeric
characters. That is the most common, and useful type of field. You
were asking about a text field that will capitalize each word. No, you
can't do that. It would be easier to just define the field as
lowercase text, and type it in with capitalized words, like an
ordinary word processor. It will accept the upper case letters. It is
a great programme, although I have Professional. I started on Personal
II."

Rob replies to Patrick:

"Thanks for your reply. I now see that I can have text and numbers in
a field, but I can't get it to allow Capitalized words when the text
field is defined as lower case. Any upper case letters are converted
to lower when entering a new record. You said "like an ordinary word
processor." Is that what I have to use to edit the text? If so, maybe
I should stick to every word being capped instead.

I'm up to chapter 9 in the manual, the part about external text and picture files. There doesn't seem to be a "Help" file on the disk which the manual uses as an example of how external works. I take it a different external text or pic can be used with each record in a file if needed. This is all very interesting. I did read the section on Query, and it's a bit overwhelming, so it may take some time. The tutorials for the earlier sections were very helpful, but so far I've seen none for Query.

The Key Lookup feature is a little foggy for me. Why is this needed? I thought selecting an index was the way to find info by field in a certain order.

What good is Validation? If entered data is in the wrong format, why wouldn't SB just give you an error message, since you already defined the file/fields?"

Patrick answers Rob:

"I wouldn't worry about external files for now. I have never used them, and unless you are into cataloging pictures, or extensive notes, you likely won't need it just yet. About text fields. Don't make the field _anything_. Just leave it unmodified. By that I mean that you don' t make it uppercase, or lower case, or capitalized. Just plain old text. It will then accept both upper and lower, and will not change them on accepting your input. Yes, the query is _heavy_, but you will find that it is simply great. I find it very flexible, and a great way to work things. I was going to say that chapter eleven is good for queries, but that is in the Professional book. I have to travel this coming week, but I will see if I can dig up the Personal manual, and go over it again.

Validation is a real asset is many cases. For example, you may have a field that you have defined as a 'date' field. Validation will allow you to limit the dates you can enter. You could, for example, set a validation formula that will only allow you to enter dates between January 1, 1992 and December 31, 1992. Another example would be a numeric field that you want to enter a percentage into. You only want these percentages to be within a certain range. A validation formula would do that for you."

Well folks, I'm running over my allotted space, so I'm going to have to close here. Tune in again next week to hear what they are saying when...

People are Talking.

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""""""""""""""""""""""""""""""""""
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                        THE ATARI PORTFOLIO FORUM
                        """"""""""""""""""""""""""""""

On CompuServe!

by Judith Hamner 72257,271

     It's nice to be back after being absent due to Hurricane Andrew and
other more personal disasters the past few weeks. Many of our forum
members recently visited the Connecticut AtariFest and report that there
was considerable interest in the Portfolio. Sysop BJ Gleason has also
passed another major milestone on the way to his PhD. Congratulations,
BJ.

     BJ Gleason has uploaded a series of files containing debuggers based
on the Monitor program from Tim Paterson's "Undocumented DOS". SMONPC.ZIP
can send the output to the serial port. It runs on either the Port or PC
and is formatted to fit on the Portfolio's screen. SMON.ZIP is the
Portfolio version.

     PMON.ZIP is modified to fit the Portfolio's display.

     MORTGA.BAS is a mortgage loan comparison program. Requires basic.

     ZODIAC.BAS is another basic program. This one will compute your star
sign. Pbasic is also available in the forum libraries.

     Two new issues of Portable Addition are now available. PA11.TXT and
PA12.TXT contain issues 11 and 12.

     Kevin Andrews has a nifty new program to allow entry of your financial
transactions for later transfer to Quicken or other PC program. It
supports multiple accounts, category and class names and split
transactions.

     TMW20.ZIP is a demo version of a new release of TMW. TMW is a utility
offering easier access to Portfolio diary files.

 ===================== IMPORTANT ANNOUNCEMENTS =======================

 Place Your Atari Falcon030 Developer Machine Order Now

Atari   is   now   taking   commercial-level   developer orders for the
production-level Atari Falcon030.   These developer machines will be
shipped with 14MB of RAM and a 65MB harddisk. Delivery is expected to be
sometime during the month of September. This offer is open only to
Commercial-Tier Developers. Please contact Gail Bacani at 408-745-2022 or
myself at 408-745-2082 for pricing and shipping details. Please try to
have your order in by September 4th.

 Fall Comdex Exhibition Space Available

Developers interested in exhibiting at Fall Comdex in Las Vegas (November
16th - 29th) should contact me via e-mail or fax (408-745-2083) before
September 4th. Atari will be exhibiting in the Sands Convention Center.
Developers will be required to set up their stations on Sunday, November
15th beginning at 11:00AM. There are approximately 30 stations available.

                    Please be sure to include:

        1) Complete company name.
        2) A description of what you intend to show.
        3) Your equipment requirements.
        4) Current company phone and fax numbers.
        5) Evening phone number where you may be reached.

            -Bill Rehbock, Director of Application Software-

    ****

                              IMPORTANT NOTICE!
                              =================

    STReport International Online Magazine is available every week in the
ST Advantage on DELPHI. STReport readers are invited to join DELPHI and
become a part of the friendly community of Atari enthusiasts there.

                          SIGNING UP WITH DELPHI
                          ======================
        Using a personal computer and modem, members worldwide access
              DELPHI services via a local phone call

                             JOIN -- DELPHI

            Via modem, dial up DELPHI at 1-800-695-4002
                              then...
            When connected, press RETURN once or twice
                              and...
            At Password: type STREPORT and press RETURN.

    DELPHI's Basic Plan offers access for only $6.00 per hour, for any
baud rate. The $5.95 monthly fee includes your first hour online.

    If you spend more than 200 minutes online a month, you'll save money
by enrolling in DELPHI's optional 20/20 Advantage Plan.   You'll enjoy up
to 20 hours online each month for the ridiculously low price of just
$20.00! And if you go over that 20 hours, the rate goes up to only $1.20,
still 1/5th the price of other services.

    There is no signup fee for joining the Basic Plan. There is a fee of
$39 when you join the 20/20 Advantage Plan, a one-time $19 signup fee and
your first month's $20 fee.

    These connect rates apply for access via Tymnet or SprintNet (within
the continental United States) during home time (7 p.m. to 7 a.m. weekdays
and all day weekends) or via direct dial around the clock. Telecom
surcharges apply for daytime or international access via Tymnet or

SprintNet. See Using DELPHI online for detailed information on telecom
surcharges.
   For more information, call: DELPHI Member Services at 1-800-544-4005

DELPHI is a service of General Videotex Corporation of Cambridge, Mass.

                     :IMPORTANT ANNOUNCEMENT:
                 DELPHI INTRODUCES THE 10/4 PLAN.

     Effective July 1, 1992, all Basic Plan members will be upgraded to the
10/4 Plan and receive 4 hours of usage each month for only $10!   For full
details, type GO USING RATES. SprintNet home time to begin at 6:00 p.m.!
Effective July 1, 1992, you may access DELPHI via SprintNet beginning at
6:00 p.m. local time without incurring a telecom surcharge. To find the
SprintNet node nearest you, type GO USING ACCESS.

                     Try DELPHI for $1 an hour!

     For a limited time, you can become a trial member of DELPHI, and
receive 5 hours of evening and weekend access during this month for only
$5. If you're not satisfied, simply cancel your account before the end of
the calendar month with no further obligation. If you keep your account
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
where you can use up to 4 weekend and evening hours a month for a minimum
$10 monthly charge, with additional hours available at $3.96.   But hurry,
this special trial offer will expire soon! To take advantage of this
limited offer, use your modem to dial 1-800-365-4636.   Press <RET> once
or twice.   When you get the Password: prompt, type IP26 and press <RET>
again. Then, just answer the questions and within a day or two, you'll
officially be a member of DELPHI!

          DELPHI- It's getting better all the time!

 ****

> The TREASURE CHESTS STR Feature   NEW AVAILABLE FILES
  """"""""""""""""""""""""""""""""""""

                        GOODIES GALORE!
                        ===============

by Doyle C. Helms Jr.
Software Editor @ STReport

     Just last week I mentioned briefly in this feature about how
slow the influx of software is this time of year. Well, someone
must have heard me, because there was a major influx of QUALITY
software this week on ALL 3 PFS networks. Two of my favorites this
week were the uploads of PowerDos and the new version of ST ZIP.

```
     FILENAME  : POWERDOS
     I.D.      : #25538<GEnie>
     SIZE      : 27520
     UPLOADER  : DRAGONWARE<GEnie>
     STaR Value: 5.0
```

     PowerDos from DragonWare is touted to be a very powerful
multi-tasking GEMDOS replacement for TOS. I am unable to verify
the ability to multi-task, I can state that the I/O disk
operations are sped up noticeably. Dragonware also has released a
couple of associate files to enhance the users use of PowerDos. If
you try out, I recommend that you do,so be sure to download the
files ALIASDRV.LZH, PMONITOR.LZH, MEM_SNAP.LZH and PDEXPERT.LZH. A
developers kit is offered by DragonWare to help developers produce
optimum multi-tasking software for PowerDos. I would have given
PowerDos a higher STaR rating IF I had been able to verify the MT
capabilities!


```
     FILENAME  : STZIP 2.00 [#25522<GEnie>] [ST ZIP 2.0<Delphi>]
     I.D.      : #25522<GEnie> -  ST ZIP 2.0<Delphi> - ZIP2_0.TOS<CIS>
     SIZE      : 148992
     UPLOADER  : M.FARMER<GEnie> - JIMCOLLINS<Delphi> - 70374,2756<CIS>
     STaR Value: 8.5
```

     ST Zip 2.0 is a excellent upgrade to the ZIP series of
archive software. Version 2.0 now includes the most current
"INFLATE/DEFLATE" compression format that is just now hitting the
PC arena. The user interface is almost exactly the same as
previous versions. This version also includes the ability to
create self-extracting ZIP archives. The feature I like best is
that version 2.00 will compression MOST files to a greater value
than Questers current LZH format! This is a definite must have!


```
     FILENAME  : SPIRIT EDITOR 1.1
     I.D.      : #25436<GEnie>
     SIZE      : 43776
     UPLOADER  : D.CLIFTON4<GEnie>
     STaR Value: 6.7
```

     SPIRIT EDITOR is a very nice text editor in accessory form. I
have used this program many times trying to "break" it without
success. If you are looking for a good text editor in accessory
form, then SPIRIT EDITOR 1.1 is the one!


```
     FILENAME  : ALICE TEXT EDITOR
     I.D.      : #25433<GEnie> - ALICE.LZH<CIS>
     SIZE      : 53504
     UPLOADER  : J.WISNIEWSK2<GEnie> - 76703,4061<CIS>
     STaR Value: 5.0
```

     ALICE is a nice all around text/file editor. The program is
of German origin and can be used only as a program.


```
     FILENAME  : HDFREE.ARC
     I.D.      : #25509<GEnie>
```

```
        SIZE      : 24704
        UPLOADER  : DARLAH<GEnie>
        STaR Value: 5.0


        HDFREE  is  another  program  from  Germany.   This   program
   graphically displays  the amount of space used and the  amount  of
   space free on each of  your hard drive  partitions.   HDFREE   runs
   fine  with PowerDos but when I exit I get a ERROR #6  message.  No
   lock-up or other problems though.



        FILENAME  : READBOOT.ARC
        I.D.      : #25507
        SIZE      : 24704
        UPLOADER  : DARLAH<GEnie>
        STaR Value: 5.0


        READBOOT  program allows the user to inspect the boot  sector
   of the user defined drive. This program is also of German origin.



        FILENAME  : FINDER.ARC
        I.D.      : #25506
        SIZE      : 25600
        UPLOADER  : DARLAH<GEnie>
        STaR Value: 3.0



        FINDER  is  another German authored program that  allows  the
   user to find files via the extension. The program has some default
   extenders  that only require "clicking" to launch.  The  user  can
   also enter their own parameters for the search. GFA Basic.



        FILENAME  : MERLIN.ARC (from TOMMY Software)
        I.D.      : #25500
        SIZE      : 434688
        UPLOADER  : DARLAH<GEnie>
        STaR Value: 9.0


        MERLIN  from TOMMY software is one of the best sound  editors
   that  I have EVER seen!  The options within MERLIN are  astounding
   and multiple is an understatement! If you like to manipulate sound
   files, then you MUST have this file! MERLIN requires at least 1meg
   RAM.  Some of the features include sequencer,drums, midi,keyboards
   and samples!  Remember TOMMY Software is the authors of  MegaPaint
   4.0!!

        FILENAME  : SYSTEM BEEP
        I.D.      : SYBEEP.LZH<CIS>
        SIZE      : 17792
        UPLOADER  : 70374,2241<CIS>
        STaR Value: 2.0


        SYSTEM  BEEP  is a program for the AUTO  folder  that  allows
   sound samples to be loaded and replace the "standard" system bell.
   NOTE: This program DOES NOT work with TOS 2.xx+


        FILENAME  : Auto Download for CIS
```

```
       I.D.      : ATDY.ARC<CIS>
       SIZE      : 1539
       UPLOADER  : 72037,606
       STaR Value: 4.0


       ATDY  is  a Flash .DO file to facilitate the  downloading  of
multiple files from CIS in the Atari forums.



       FILENAME  : TYPING TUTOR
       I.D.      : TYPTUT.LZH<CIS>
       SIZE      : 13696
       UPLOADER  : 70374,2241
       STaR Value: 4.0


       TYPING  TUTOR is a program that allows the user to  hopefully
enhance his/her typing skills. Color recommended.



       FILENAME  : MISTY
       I.D.      : MISTY.LZH<CIS>
       SIZE      : 62080
       UPLOADER  : 70374,2241
       STaR Value: UNRated


       MISTY is an extension to STOS Basic that adds 19 powerful new
commands. Unable to verify due to lack of STOS Basic.



       FILENAME  : DISK KIT ACCESSORY
       I.D.      : DISKIT.LZH<CIS>
       SIZE      : 13824
       UPLOADER  : 70374,2241
       STaR Value: 2.0


       DISKIT  is  an  accessory  that is  similar  in  function  to
MultiFile(CodeHead). Disk  functions suck as format,  delete  and
others is where the similarities end. I experienced screen garbage
while  using this program.  In other words,  the program  did  not
appear to "clean-up" after itself very well.



       FILENAME  : DANADESK
       I.D.      : DANADESK.LZH<Delphi>
       SIZE      : 71332
       UPLOADER  : TRAHERNE
       STaR Value: 2.0


       DANADESK  is  an  almost duplicate of  the  TERADESK  desktop
replacement.  If you have TOS 2.xx+,  then this file is of no real
use to you. TOS 1.6x and below users might find this small desktop
replacement  useful.  DANADESK  has some of the  features  of  TOS
2.xx+.



       FILENAME  : SPC 3375 NEW SPC VIEWER
       I.D.      : SPC_3375<Delphi>
       SIZE      : 13696
       UPLOADER  : BRYEDEWAARD
       STaR Value: 7.0
```

SPC3375 from DMJ software is not fully STe compatible. Also
works on an ST.

        FILENAME   : MASKER
        I.D.   : #25488<GEnie>
        SIZE   : 20352
        UPLOADER   : W.PARKS3
        STaR Value: 7.5

        MASKER from Dr. Bob is a MVG module that allows the user to
"mask" out certain pixels in order to lighten the image. The
"lightening" is user definable. Along with MASKER is a another
small module called BORDER. The BORDER module will put a 3 pixel
border around your image in a frame type outline.

        FILENAME   : CAL 6.3
        I.D.   : CAL.LZH<CIS>
        SIZE   : 95600
        UPLOADER   : 76703,4061
        STaR Value: 8.5

        CALendar 6.3 is another great update for the outstanding
CALendar accessory program. This program serves just about any
need when it comes to scheduling dates and events. This program is
continually updated and improved. A must have!
        C63UPG.LZH is an update package for present CAL 6.2x users.
        C63NEW.TXT is a text file listing the changes in CAL 6.3
        C63FIL.TXT is a file explaining the CAL external file format.

        FILENAME   : EdHAK PATCH
        I.D.   : EDPAT.LZH<CIS> - #25420<GEnie>
        SIZE   : 42624
        UPLOADER   : 73047,600<CIS> - C.HARVEY<GEnie>
        STaR Value: UNRated

        EdHak Patch program patches 2.3x to 2.36. Unable to verify
value to due lack of EdHak program.

        That about covers the highlights of the program type uploads
for this week. Let's take a quick look at some of the graphic
picture files for this week:

        R.LEVY8 on GEnie uploaded several well done 3D2 (CAD 3D2)
graphic   files.   They   are: STAIRS(#25494),   FENCES(#25493),
ALTAR(#25492) and GUITAR(#25491). S.FARWIG also of GEnie uploaded
ALADDIN(#25485)   and   IKON_3(#25486) SPC   pictures.   B.REHBOCK
uploaded MESSE_A and MESSE_B 256 color GIF pictures from the
Dusseldorf Atari show recently held in Germany. Thanks Bob!
DARLAH of GEnie uploaded a very nice IMG file containing the
alphabet in a very artistic manner. These IMG's would be a great
addition to any DTP need. T.GIRSCH of GEnie uploaded some very
nice TINY&SPC files in a single file. T.GIRSCH shows that 512
color SPC pics CAN be converted rather nicely to 16 color TINY
pics!

If you plan to attend the Glendale show and you are unsure of
how to navigate to the show, be sure to download IMG_MAP.LZH
[#25563] from JOHN.KING.T. on GEnie. This IMG file has the basics
of how to get there...

     JOHN.KING.T. also uploaded a nice Calamus (1.09n & SL
compatible) file of the floor plan for the Glendale show.

     Some VERY nice GIF files can also be found on Compuserve in
the ATARIARTS forum. User 70007,4640 uploaded some GIF pics
showing Ataris products in full color. Check out   TT.GIF,
STBOOK.GIF, STACY.GIF, PORT.GIF, MGASTE.GIF and LYNX.GIF. User
70007,4640 also uploaded a very nice Lee Seiler fantasy
illustration called MERWLD.GIF and LOKI.GIF also by Lee Seiler.

     Well looks like that is about it for this week. Keep those
PD/Sharware/Freeware/Postcardware and etc. rolling in!
Until next time...

_____

> GEMULATOR STR InfoFile   GEMULATOR - IS REAL!
  """"""""""""""""""""""""

                    DOS COMPATIBLE COMPUTER
                             RUNS
                    ATARI ST SOFTWARE!

GEMULATOR A REALITY

     Yes, it's true!   Gemulator allows users to run Atari ST software on
386/486 DOS compatible computers.   And it's ready to be shipped on
September 12, 1992.   Gemulator, which is produced by Branch Always
Software, is now distributed world-wide exclusively by PMC (Purple
Mountain Computers).   The   retail price has been reduced from $499.95 to
$299.95. How were we able to do this?   The Gemulator software is being
offered as shareware, with a nominal shareware fee.

     For the $299.95 users receive the Gemulator hardware board, TOS 2.06
ROMs pre-installed, and the shareware Gemulator software.

                                                         GEMULATOR
FEATURES

Gemulator offers the following:

o   ability to install up to four versions of TOS 1.0 to 2.06 at once
     (great for developers testing software compatibility)

o   access to the STE 4096 color palette

o   use of all three ST screen resolutions (on one VGA monitor)

o   total compatibility, runs most major software such as:

            ~ Calamus   ~ PageStream
            ~ Degas   ~ Sierra graphic adventures
            ~ Flash   ~ Sim City
            ~ GDOS/G+Plus   ~ Tempus 2
            ~ HotWire   ~ Warp 9
            ~ LDW Power   ~ Word Writer
                 and thousands more...

o   printing from any ST program (including Calamus or PageStream)

o   access to all ST disks (including TOS 1.0 and Twisted disks)

o   access to hard drives

o   in fact, you'll be able to share your PC's disk drives, hard drives,
     printer, monitor... there's no need for having duplicate equipment
     if you don't need it

o   Windows compatible

o   easy installation, all you need is a screwdriver

    All of Gemulator's incredible features will be demo'ed by Gemulator
creator, Darek Mihocka, at the Glendale Atarifest (September 12th and
13th).

GEMULATOR TESTED

    Gemulator has been thoroughly tested on a variety of equipment
including 386 machines, laptops (portable ST's are now a reality,
even though Atari has stopped production of the ST portable Stacy),
large screen monitors, 486 33 and 50 MHz machines, and with hundreds
of software titles. The minimum requirement is a 386 DOS compatible
with 4 megabytes. On 486 machines Gemulator will emulate an ST at
full speed (equal to the speed of a standard stock 1040 ST) or faster
(our test computer -- a 486 33 MHz with VRAM II Ergo video card ran
approximately 30% quicker than a standard 1040). On 386 machines
Gemulator will emulate an ST slower than full speed; however, Warp 9
may be used to significantly boost performance. We are in the process
of acquiring a 66 MHz machine for testing, but we anticipate at
minimum a speed quicker than the Mega STe.

OUR GOAL

    Is there a reason why we're doing this?   Aside from profit, which
because of our price reduction is a moot point, we do have a primary
reason for offering Gemulator: to expand the Atari market.   When Darek
first came to us, we saw this as a perfect opportunity. We don't have to
wait for Atari do their thing (advertise, expand, etc.)   Now you, the
user, have that power.   By giving DOS clone users the opportunity to run

ST software (and invest money into ST manufacturers), the ST market will expand. Money is the most powerful tool (money talks) and it'll be telling ST developers that the market is growing, they'll make more software, and then things will finally take off for ST users. So help us achieve our goal to expand the market, buy a Gemulator board, and get others to buy one too.

SPECIAL OFFER

    If you send in your order with payment (MAKE CHECKS PAYABLE TO PMC) postmarked by September 14, 1992, you'll receive a special price of $199.95. You can also FAX your order with Visa/MasterCard number and expiration date. Either way, add $15 for Insured UPS 2nd Day Air shipping/handling (if you reside outside of the USA, call for shipping price). This price is a special offered to the hundreds of people that have already pre-ordered and has been made in dedication to their tremendous support. This special discount will also be available to users at the Glendale Atari show. After September 14, 1992, Gemulator will be available directly from PMC and at finer computer dealers near you for $299.95. Demonstration videos are available for $10, and information brochures are free.

For further information contact:

                    Purple Mountain Computers, Inc.
                     15600 NE 8th St. Ste. A3-412
                          Bellevue, WA 98008

                      206.747.1519: voice/fax

                       PMC.INC : GEnie
                      72567,302: CompuServe

_____

> STORM EXPLAINED! STR InfoFile   At LAST! INFO about STORM!
   """"""""""""""""""""""""""""""""

For Immediate Release

Double Click Software
September 4, 1992

Double Click Software proudly presents...

STORM
=====
written by Alan Page

    Many of you will recognize the name Alan Page as the author of the
best selling, most popular terminal software ever written for the Atari
computer, the original Flash!

    Alan's innovative, solid programming made the original Flash the #1
selling telecommunications software for the Atari computer, bar none. Now
Alan has devised and produced the next-generation of telecommunications
for you, Storm.

    If you are like us, you have been frustrated with telecommunications
software released since the original Flash was introduced.   Our hopes,
anxiety and anticipation of promising terminal programs has often been
turned into a big let-down when we finally saw that none could match the
power, ease and solidity of the original Flash. In fact, most terminal
software is still measured in usefulness comparative to the original
Flash.

                     That is...   UNTIL NOW!

    Storm is the next step for telecommunications as only Alan Page can
produce. His expertise and mastery of programming is sure to set a new
standard by which all other terminal software will be measured. And only
Double Click Software can bring this delight to you.

Here are some of the powerful features of STORM:

    o Works on all versions of TOS in all resolutions except LOW.
      Including the TT and the new Falcon.

    o BASIC script language. That's right! No new programmer's idea of
      a script language that is sort of like some programming language.
      This one _is_ BASIC, with powerful extensions for
      telecommunications.   We'll describe it a bit more later, with a
      brief example.

    o 100% MultiTOS compatible.

    o Everything is in a window: terminal screen, capture buffers,
      editors, BASICs, download/upload status, dialing status.

    o Unlimited editor and capture buffers, and BASICs (under MultiTOS)

    o Simple, yet powerful editor with full mouse control, cut and paste,
      full word wrap, Atari clipboard support, and more.

    o Capture buffer keeps capturing even if you are not in the terminal
      window. This means you can start your capture, and view it at your
      leisure without losing anything, without being in the terminal
      window. Heck, you can even close the terminal window!
    o Freeze the current capture buffer and start a new one at any time.

    o Multitasking - be online downloading, editing and running a BASIC
      program all at the same time. In fact, you can start a new copy of
      BASIC at any time (without MultiTOS, with MultiTOS it's better

yet!).

   o Powerful macro keys let you interpret the macro instructions as
     BASIC commands. You can even chain function keys, which can start a
     new copy of BASIC. You can even define the cursor keys!

   o Full type ahead support, with special prefix and suffix extensions,
     and control character pass through.

   o Simple layered Windows (tm) style menus which greatly simplify
     keystroke memorization for quick, easy, expert command execution.

   o Pop-up menus (with a pop-up menu command in BASIC so you can define
     your own as well).

   o Loadable background file transfers in X,Y,Zmodem and Compuserve's
     B+.

   o Background round-robin dialing with auto-logon BASIC scripts. And
     the size of your dial directory is completely unlimited!

   o Precise terminal emulations including Vidtex and VT100.

   o And still much more!

               And now... for a brief description of Storm BASIC
                         (in Alan's own words):

     The BASIC interpreter is a fairly complete BASIC with special
extensions for telecommunications. It was originally based on Atari 8-bit
BASIC, but has been redesigned and enhanced considerably.

     Summary of Features:

     * String and integer variable types, plus string and integer arrays.

     * Arrays can have a maximum of two dimensions.

     * Integers are 32 bit integers.

     * Full set of string functions, including string search.

     * Runs in its own window.

     * Event handling for timer, clipboard, and carrier detect events.
     * Chain command to run programs in a separate interpreter. Chain level
       limited only be memory.

     * Allocates all memory as needed.

     BASIC runs cooperatively with the rest of the program. So you can
access the editor, capture buffer, terminal screen, or whatever, while a
program is running. You can even switch away in the middle of a BASIC
"INPUT" statement which is waiting for input.

     BASIC is very sparing of memory. All the memory it needs is allocated
as needed. e.g. each line or string is allocated separately, so it is not
a memory hog. Each string can (in theory) be up to 32K in size.

Here are a few examples of the more interesting BASIC commands:

String functions
================

    These are all "Microsoft" style string functions as can be found in
GW-Basic or QBASIC. "string" in the examples below can be a string, or
string variable, or string function. You can nest functions quite deeply.

e.g.   PRINT MID$(LEFT$("ALANPAGE",2)+CHR$(ASC("A"))+RIGHT$("NNN",1),1,4)
Prints "ALAN"

The typical string addition and comparison functions are supported, e.g.
'+', '=', '<>', '>=', '<=','<' and '>' .

UCASE$("string")
LCASE$("string")

    These two functions return the string converted to all uppercase /
lowercase respectively.

SPACE$(n)
    Returns a string of n spaces.

INSTR([start,]"string","key")

    This is a string search function. It searches "string" for substring
"key" and returns the starting index of "key" in "string", or 0 for
failure. 'start' is optional and is the location in the string to start
at. N.B. The first location in a string is location 1. Also, no matter
where you start searching in the string, INSTR always returns an index
relative to the start of the string.

    Example: INSTR("12345","3") and INSTR(3,"12345","3") both return 3.

SCREEN$(linenumber)

    This returns a line of text from terminal screen line 'linenumber'.
The first line of the screen is 1. Trailing spaces are stripped from the
line, so a blank line is returned as "".

    LTRIM$ can be used to strip leading spaces.

    SCREEN$ and INSTR should let you write very powerful scripts where you
can read information off the screen and take context-sensitive actions.

Telecommunication-specific functions
====================================

    I have made some attempt to be compatible with Flash for some
commands.

                    CAPTURE ON   Turns capture on.
                    CAPTURE OFF   Turns capture off.
                    CAPTURE CLEAR   Clears the capture buffer.

    Serial Port Functions

                    BAUD nn   Sets baud rate to nn.

```
              PARITY EVEN or PARITY ODD or PARITY NONE
                  Sets serial port parity.

              SBITS 1 or SBITS 2 or  SBITS 3
                  Sets stop bits to 1, 2, or 1.5 respectively.

              STRIP ON or STRIP OFF
                  Sets high-bit strip feature on or off.

           DTR ON
           DTR OFF
                  These commands  turn the DTR (Data Terminal Ready)
                  signal on or off at the serial port.

           CSRLIN
                  returns what line terminal screen cursor is on.

           POS(n)
                  returns cursor x position, (starts at 1). 'n' is a
                  dummy argument.

           SAVE CAPTURE "filename"
                  Saves the capture buffer to "filename".

           FSEL$("path","filename")
                  Pops up the GEM file selector and returns the full
                  filename you selected, including the full path.

           ALERT(1,"[1][alert][OK]")
                  Lets you display a standard GEM alert box.

           WAIT nn,"string"[,"string",...]

        This is the most important command for automated  operation.  You
        can wait  for multiple strings with a timeout value (in seconds).
        Basic will match characters  coming in  the serial  port with the
        strings  and  continue  with  the  next statement when either the
        string is matched, or  a timeout  occurs. Naturally,  all program
        functions are enabled while the wait is in progress.

        A timeout value of -1 waits forever (actually, about 60 days).

Once   the   WAIT   statement   has   executed,   use   the   WAIT(0)  function to
determine the result.

WAIT(0) returns 0 if there was a timeout, otherwise it  returns the string
number that was matched, starting at 1 for the first string.  So you could
use;

ON WAIT (0) GOSUB 100,200,300,etc.

Example:
10    wait 20,"Password"
20    if wait(0) then type "password"

TERM ON
TERM OFF
    Turn terminal operation on and off.

KEYINPUT A$
```

This statement waits for a keypress in the Terminal screen window and then puts the keypress in the specified string variable (A$ or whatever you choose).   While it's waiting for a keypress, terminal operation continues.

PROMPT$(n)
    This function takes up to n characters from before the current terminal screen cursor position and returns it as a string. Doesn't go past the beginning of the current line. Useful for getting the current prompt when automating operations.

    A sample program MACRO.BAS shows how all these functions and commands work together. MACRO.BAS is a recorder program that will record what you type in and the associated prompt. It will write out a BASIC program that will play back the series of actions.

CLIPTEST.BAS
============

```
10 CLIP ON
20 ON CLIP(1) GOSUB 60:REM setup clip event
30 PAUSE -1:REM wait forever, or until UNDO key hit
40 END
50 REM Every time you select a filename, following subroutine is called
60 a$= RTRIM$( CLIP$):REM trash end of line
70 REM Truncate filename at "/" in case it was accidentally included.
80 x= INSTR(a$,"/"):IF x>0 THEN a$= LEFT$(a$,x-1)
90 IF a$="" THEN RETURN :' Nothing to do!
100 TYPE "Dow ";a$;" PROTO:B"
110 WAIT 20,"computer:"
120 IF WAIT(0)=1 THEN TYPE a$
130 RETURN
```

CIS.BAS
=======

```
10 REM CIS logon script
20 REM start by sending control-c
30 TYPE CHR$(3);
40 WAIT 20,"Name","ID","Password"
50 ON WAIT(0) GOSUB 100,200,300
60 IF WAIT(0) THEN 40 ELSE 30
100 TYPE "CIS":RETURN
200 TYPE "70000,0000":RETURN
300 TYPE "my.password":POP :REM "POP" pops return stack
400 PRINT "Done!"
```

                            *///

    Well, that's enough for now. You can catch a glimpse of STORM at the Glendale Atarifest by dropping by the GEnie booth.   Darlah Potechin will be using STORM to demonstrate GEnie.

    STORM will make landfall on December 7, 1992 and will have a special introductory price of $59.95 until December 31, 1992. You can order your copy today, and get it before it hits the stores!

         On January 1, 1993 the price goes up to $74.95.

        We accept cash, checks, money orders, MasterCard and VISA.

Outside the US orders: NO PERSONAL CHECKS.

     Include $3 for shipping anywhere in the world (special offer only).
  Include $10 for overnight shipping in North America (special offer only).

                         Double Click Software
                            PO Box 741206
                        Houston, Texas 77274-1206

                         Phone: (713) 977-6520

  ****

                    :HOW TO GET YOUR OWN GENIE ACCOUNT:
                  _____

                       To sign up for GEnie service:
           Set your communications software to Half Duplex (or Local Echo)
                     Call: (with modem) 800-638-8369.
                   Upon connection type HHH (RETURN after that).
                        Wait for the U#= prompt.

  1. Now access GEnie via SprintNet and DATAPAC...................*PHONE
  2. August GEnie Billing Is Complete. To Review Yours, Type:.....*BILL
  3. For SVHS, VCR or Camcorder information, just type.............VIDEO
  4. Don't let the summer end...Hot Summer Days Sale Extended......*EVENTS
  5. Weather Maps Now Online in the Science Center, type..........SCIENCE
  6. Every buddy loves some buddy.................................*BUDDY
  7. Find Thousands of Fulltext Articles in GEnie's NewsStand.....NEWSSTAND
  8. Hurry, become a member before it's too late..................SOFTCLUB
  9. PICTURE THIS -- PostScript drawing shareware on the..........PSRT
  10. Worldwide conference schedule in.............................ASTRO
  11. The Price of IBM's PS/1 Just Went Down $500 at...............SEARS
  12. A2 University returns with classes for YOU in................A2PRO
  13. Free time giveaway still going strong in.....................A2
  14. Hundreds of BBS Phone Numbers, All Sorted & Verified in......MUSTANG
  15. Adventure, Mystery, Romance, Science Fiction... AND MORE.....BOOKSHELF

Atari RT

        %%
                           Glendale AtariFaire!
                         Glendale Civic Auditorium
                      1041 N. Verdugo Road, Glendale CA
                       Saturday, September 12, 10-6pm
                        Sunday, September 13, 10-4pm
                 This major extravaganza thrills West Coast Atarians
                            year after year!

          Be sure to drop by the GEnie booth and introduce yourself
            to Darlah, Ken, JJ, Larry, Fred and Sandy to name a few
            For more information, please see Category 11, Topic 12
           %%%

                      = Scheduled Wednesday RTC Guests =

Have an idea for an Realtime Conference? Wish to promote a product, show

or service? Atari Roundtable Realtime Conference provides an excellent
platform for announcements and discussions. Contact RTC$, Jeff Williams
[JEFF.W] for requirements and information on holding formal RTCs. Jeff
also captures and edits the formal conferences and uploads them into the
Atari RT's Library.

                       = Monday Realtime Conference =

Stop in for Monday's Desktop Publishing Realtime Conferences. Hosted by
Lou Rocha with regular guests dealing with all aspects of DTP and
associated topics. All conferences begin at 10:00 p.m. Eastern Time

Monday DTP conferences - Hosted by Lou Rocha [L.ROCHA1]
                               and
                     Nathan Potechin DMC [ISD]
                      = Atari ST Help Desk =

Atari ST Roundtable holds a Sunday Help Desk to answer your questions on
GEnie, Atari ST Roundtable and the line of Atari computers. Stop in and
ask questions or just visit the Atari RT staff and users. The Help Desk
starts at 7:00 pm EST Sunday on page 475;2.

               Type: XTX99587,CPUREPT then, hit RETURN.

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 ****

> The Flip Side STR Feature   "...a different viewpoint..."
   """""""""""""""""""""""""

                    A LITTLE OF THIS, A LITTLE OF THAT
                    ==================================

by Michael Lee

Some firsthand follow up information from Duesseldorf show - Cat 11,
Topic 17, Msgs 24-53 - from the ST Roundtable on Genie...

From Nathan Potechin [DMC Publishing]....

  I'm back. Let's see what I can recall off the top of my head. :-)

  The layout was approximately the same as last year. However, in almost
  all cases, the size of the actual booths were reduced. Atari had their
  identical center floor layout as they've had for years already BUT,
  this year is was definitely NOT as busy as previous years, in this
  area.

The largest "DRAW" at the show, was this huge monitor bank. It was one of those setups with about 60 or so, 19" monitors all stacked togeth-er, each showing a part of the screen. There was an amazing Video shown throughout the shown on this wall of vision. It really was excellent. It could even be used as a commercial without a doubt and certainly it is a must for all Atari Dealers. Germany produced it for something like 40K apparently but I made a point of noticing that the German Sound Track was separate and that visually, any language could be used! Everyone that came in the door saw this video.

Close to it was the double row of Atari Falcon 030's. They were used to display games for the most part. I admit that personally I do not have much interest in the 030 model as I use the TT for the meantime until the new higher end units make their appearance

DDT had this neo Egyptian setup that featured standing Pharaohs at each end. :-) Their dance routine was mostly an "over 18" version of that Michael Jackson tape, complete with half-naked women dancers and a fire breathing man. I was a bit surprised to see this at a family event but without a doubt, it was the second biggest draw of the show! :-) Oh yes, they were selling Papyrus, which was about how they were perceived. Papyrus, oh them, the booth with the dancers! :-)

DMC has a few thousand square feet, including an outdoor cafe style setup, surrounded by workstations on all 4 sides. As Calamus was bundled with every ST that Atari Germany shipped for years, don't be surprised when I tell you that they truly dominated this years show. In Germany, ABSOLUTELY EVERYONE owns Calamus, either legitimately or pirated. :-) A few new modules were shown for the first time, including an incredible MASKING module which will be a huge hit with our serious color clients.

Matrix had their usual booth, right near the front door, showing the entire lineup. Same for Bio Data, (which has thousands of installed networks). All the usual German Developers were represented. 3K, which had a huge booth last year, was in pieces this year. 3K exhibited, 3H (the Programmers that used to be at 3K) also exhibited and I under-stand legal papers were actually served one upon the other, at the show itself over who has the right to sell what. Perhaps Lauren, who was also at the show, can expand on this. Regardless, the 3K presence was much reduced over last year.

No question that the majority of attendees at this years show, came for the applications. As unbelievable as this may sound to you, although the games area was adequately filled, the action remained in the application areas.

Someone mentioned a 68040 board shown by a 3rd party at the show. I was told that this board was a modified Apple board, that could do a few things but was so far away from really running Atari applications that it could not be taken seriously at this time. This was not an Atari product.

Tom from ICD appeared to have done real well with his new The Link. I imagine he'll drop by here and say a few words when he gets a chance.

Toad and B.E.S.T. also exhibited side by each right beside an empty Double- Click booth. I wondered what that was all about.

I brought back the show guide. There were over 100 exhibitors. I did

not get a chance to check out even a small fraction of them but only
had time to go from meeting to meeting of my own with people that I
have known for years or people that I wanted to know now. :-) I could
go on and on about the DMC booth :-) but figured I'd save it for the
Calamus area. But I will say, whether you've ever owned or used
Calamus in your life, you would have been proud to own an Atari seeing
the DMC exhibit at this show! First Class!!

Ask me specific questions and probably many other things will come
back to me generally speaking about the show.

                                        Nathan @ DMC Publishing

hmmmm, I should mention that overall, officially, the attendance at
this years show was up 10% according to Mr. Stumpf. I asked.

From Bob Brodie [Atari Corp. - Director of Communications]...

Thanks for the report. Sam Tramiel tells me that the attendance this
year was 50,000. We had over 170 developers from all over the world
showcasing their products at the Messe.

From Bill Rehbock [Atari Corp. - Director of Application S/W]...

We also showed "D2D", an excellent direct-to-disk recording system
that uses only the built-in Falcon hardware to do Stereo 16-bit, 50kHz
recording and editing. We also showed a DSP demo that allowed us to
apply flange, echo, reverb, and delay to audio from a microphone
connected to the F030's input. Digital Arts (the programming team that
brought us Retouche CD) also previewed a new true-color image editing
application. HiSoft showed a wonderful true-color paint package.
Eurosoft was around on the Falcon stand showing a Falcon version of
their Paint package, Studio Effects.

The main demo started with a light show and smoke coming from a 18
foot tall pyramid/volcano, controlled by a MegaSTE via MIDI and
sequencing software. The MegaSTE was responsible for all show control,
including the digital-control spots. As the 1st phase of the light
show ended, the tape kicked in with some historic Atari footage
describing the technological innovations that Atari computers have had
since '85. It ends with the Falcon030 and a real Falcon displayed
flying down. Several high-tech shots panning across the ports on the
back come next, then inside as the voice-over continues talking about
the machine and its uses.

After the video tape, there was a series of Falcon030 video and audio
demos showing the true-color overscan capabilities, the direct-to-disk
recording, and the NewDesk desktop features such as color animated
icons, and 3D buttons and gadgets.

At one point in time, there were representatives of ever European
hacker/demo group around the stage, it was _really_ crowded. Many
questions were asked and answered. I think we'll be seeing some very
awesome stuff in quite a short time.

The video was intentionally designed so that it will be easily
localized for word-wide usage. People here in North America will
definitely have a chance to see it.

All-in-all a good time was had by all. It was a very successful roll-

out for us and we intend to keep up the pace.

Question from Dorothy Brumleve [Kidprgs]...

  Nathan, thanks for the report. Could you peek in that show program and
  see if GFA had a booth this year? They didn't show last year, but I
  heard they had a new version and would debut it at the Messe.

Answer from Nathan Potechin [DMC Publishing]...

  I didn't see GFA Dorothy. They are not listed in the show guide.

  Thanks for the input on the Video Bill. Like I said, it was a great
  visual treat and easily transformed into an English version that would
  do well being made available everywhere, even packaged with the Falcon
  as Wayne suggested.

  Bill, as you undoubtedly spent the entire show meeting with software
  related people, perhaps you'd share with us the impressions that you
  got overall.

  Personally I got the impression that the Atari Falcon 030 shown at the
  show was great for midi, multi-media to some extent and games. Serious
  applications such as Calamus SL will remain on the TT platform until
  the Falcon 040 arrives for a great many reasons

Question from Darlah Potechin [Atari RT Sysop]...

  What about new entry companies? Did you see any that would interest
  the North American market? New products??

Answer from Nathan Potechin [DMC Publishing]...

  Again, perhaps Bill would be better suited to discuss this on a non-
  biased basis. I have picked up a few new products for DMC including
  Photo Art, originally developed by Eurovision and an amazing hi-end
  Sign Cutting program. More on these and others at a later date. Bill
  mentioned Digital Arts earlier. That is Gunther Kreidl formerly from
  3K who exhibited in the H3 booth, not 3H as I indicated earlier. To
  many 3's. :-) He had a few new programs but, as I mentioned, at least
  one of them is currently in litigation so I stayed clear.

More from Bill Rehbock [Atari Corp. - Director of Application S/W]...

  ...regarding the D2D application that was shown... it is our intent to
  have something like this that will offer the user immediate gratifi-
  cation and the ability to make his/her friends sound like Munchkins
  right off the shelf.

  There were many new applications that were geared-up for Falcon. Among
  them were new color versions of the products from Trade-It (Avant
  Vector and Repro Studio) and Shift (Arabesque & Convector). I cer-
  tainly hope to see these products in the U.S. from their respective
  representatives. InShape from Ronald Christensen also made its debut. It

  is a very slick 3D modeler that can import .3D2 files. InShape also
  does Keyframe rendering with ray tracing. It supports a wide variety
  of texture mapping, too. It saves out animations as a series of 24-bit
  proprietary-format files, but it comes with a utility to convert them
  into .TIF's. The software is in English and they are looking for

distribution. (There are a few drawbacks to the program, such as poor direct- to-screen drawing that makes it unusable under MultiTOS.)

Let's see, what else... Compo was showing a color version of That's Write, and the new Modules for Calamus SL look fantastic. The Calamus Multimedia Publishing system (complete with SCSI Frame grabber) was shown and wowing the crowd. Many people attended the Motorola 56K DSP seminars that were held.

Yes, the Falcon030's official colors are lighter grey with dark grey keys with white legends.

One of the more interesting booths is always the VHF Computer booth. They have a product called Platon which is a complete multi-layer printer circuit board design system. It handles schematic input, auto routing, and creation of Gerber and Drilldata files. They had their prototyping system creating prototype boards with a XYZ drilling machine. (This product is also available in English:-)

I'm sure that I'll recall more as the week goes on.

From Nathan Potechin [DMC]...

I was hoping to read some more posts from other attendees from North America. Let's see what I can add without boring anyone.

I spent almost all of my time in the incredible DMC booth and I do not say that because I am DMC. :-) It really was a Comdex level booth, including a sidewalk cafe setting surrounded by real serious work-stations. I enjoyed a coffee there with such notables as P. D. Patel of Mid-Cities Computer from the Los Angeles area, an excellent Atari Dealer, Ron Smith, the person currently employed to advise the Tramiels at the highest levels, a M. Laurent from Epigraf in France who was proudly displaying Redacteur 4 (real serious stuff), the Atari Reps in such interesting places as Hungary and Croatia, who also represent products such as Calamus and DynaCADD etc.. I drank a great deal of coffee in fact. :-) Alvin Stumpf was his usual charming self. We exchanged a few jokes over the entertainment to be found at a German Atari Show. (You had to be there to really appreciate that comment and no, I didn't bring back pictures.) :-)

I also spent time with most everyone exhibiting within the DMC booth. I have brought back a few new products, all high end and we will play with them in-house for a bit before we make any firm decisions. One workstation was using an Ultre Setter. Another had a Shinko 300 dpi continuous tone dye sublimation printer. A third had the HCS printer that really is excellent. A fourth used the Spectrastar 300 dpi thermal transfer printer. A fifth used a D size plotter and output these incredibly sophisticated images, cut out of vinyl etc... You get the idea.

Right across from DMC was TMS showing off their Cranach Studio and wondering when we'd finish the English manual for them. It is real overdue and needs to be completed. (Sigh)

CRP showed off DynaCADD and their Digitizer Tablet and actually sold thousands of dollars worth of product, which isn't so tough when DynaCADD is involved. DMC also actually sold product at a show for the very first time and sold serious tonnage. Their new Mask module, not yet in English, sells for 800 DM. They sold 50 packages at the show!

I saw this full sized VAN in one booth, with a real elaborate painting
on it. It was the backdrop for an outfit using their Atari to create
silk screens for T Shirts which they did and offered for sale at the
show.

I had a nice visit with Manfred from Makro CDE, Jim Allen's German
representatives for the Tiny Turbo, T25's and TURBO 030. He appeared
to be doing a great deal of business as well.

As I mentioned previously, I perceived a great deal more interest in
the higher end applications this year, at this show, compared to last
year at the same show.

If anyone would care to ask a specific question, please ask. It will
most probably prompt a recollection I've forgotten. :-)

From Lee @ Lexicor - Cat. 11, Topic 12, Msg 147 - from the ST Roundtable
on Genie...

   At this years Glendale show we will be demonstrating two new things
   never seen on the ATARI before.

   First: We will be demonstrating some interesting Video connections
   between the ATARI and the Silicon graphics Workstation. You will see
   Atari platform operating in a window of the SGI doing classic ATARI
   animations. These in turn will be seen on a Full screen display of our
   trusty ol'e SC1224 in full 24Bit color.

   Second, we will be showing MonaLisa for the first time in Public. You
   can watch as some of the many wonderful color displays seen in
   Lexicor ads are worked on be for your very eyes.

   You will be able to see much of this artwork displayed on Lexicor's 24
   Bit leonardo card (installed in the TT).

   You will see realtime animations with sound played from RAM of the
   famous T2 trailers- This is a must see demo.

   Lexicor will be demonstrating the power and impact of MultiMedia on
   computer systems, You will see for the first time what some of the
   real potential of the common ol'e ATARI ST & Megas can do. We will
   also have the Falcon on display to demonstrate a few of its capabi-
   lities as well.

   There will be plenty of color fliers and a new Color Lexicor News
   Letter available as well.

   You may see a few new releases hiding in our booth as well.

   Animation, Music, Color and much more.......at the LEXICOR Booth,
   Glendale!

From V.VALENTI about a new Atari Catalog - Cat. 12, Topic 3, Msgs 1 & 3
- from the ST Roundtable on Genie...
     A NEW ATARI CATALOG

A new Atari software catalog will be introduced this winter. It will
have a wide variety of new-released programs to choose from. The first
issue will be distributed FREE to any Atari user. If you wish to
receive this FREE issue, just leave your name and full address in my
mail box, V.VALENTI.

   ATTENTION PROGRAMMERS!!

There is still space available in this catalog for programs in the
areas of Entertainment, Education, Business, and Utilities/Programming
tools. If you have developed a program, and would like it to be
included in this catalog. Leave your name, address, and phone number
along with a brief description of your program; and we will contact
you and send you a submission pack.

Time and Space is Limited!

The catalog will be published by JV Enterprises & will be distributed
by direct mail to consumers & users groups, and will be shipped with
orders from selected mail order companies.

From WP.DAVE [Word Perfect] - Cat. 13, Topic 2, Msg. 124 - from the ST
Roundtable on Genie...

  ! ! ! ! ! ! ! ! The Competitive Trade-Up Is Back! ! ! ! ! ! ! ! !
Many customers who have called with this request will be happy to know
that a competitive trade-up to WordPerfect 5.1 for DOS and WordPerfect
5.1 for Windows will be available between September 1 and December 31,
1992. Customers who own a competitive DOS or Windows word processing
package with a suggested retail price of at least $395 (US)/$479 (CAN)
can trade up to either WP5.1 DOS or WP5.1 Win. The suggested retail
price for the competitive trade-up is $129 (US)/$155 (CAN). The trade-
up will be available through resellers or from WPCorp (make sure they
know this is for the competitive upgrade offer).

               * * * * * * * * * *

ALSO: for you orphaned Non-IBM/Mac users:

WordPerfect for Amiga/Apple/Atari Cross-Platform Trade-Up

Between July 1, 1992 and June 30, 1993, WordPerfect for Amiga, Apple,
or Atari customers can trade up to WordPerfect for DOS, Windows, or
Macintosh for $150 (US)/$179 (CAN), or to LetterPerfect for DOS or
Macintosh for $89 (US)/$110 (CAN). Customers are required to
relinquish their original Amiga/Apple/Atari license number in writing
and provide proof of ownership (such as original diskettes or
certificate of license). Customers interested in this offer should
call Angie Williams at (801)222-2034, or they can write to:

WordPerfect Corporation
Attn: Angie Williams
Mail Stop J190
1555 N. Technology Way
Orem, UT 84057

Question by Ed Krimen - Cat. 14, Topic 5, Msgs 94 & 95 - from the ST
Roundtable on Genie...

   Anyone know if Michtron is still supporting Tempus, or if Michtron is
   still around at all? Someone on Usenet said that Tempus 2.12 works on
   the TT, and I'd like to upgrade. If they're still around, anyone have
   their number?

Answer from Dorothy Brumleve [Kidprgs]...

   Ed, MichTron is still around but under new management:

   Jim Dorsman - President
   Michtron
   3201 Drummond Plaza
   Newark, DE 19711
   302-454-7946

   I don't know if they support Tempus, but I'm sure they can tell you.

SLM804 question from Garth Wood - Cat. 14, Topic 11, Msgs 179-182 - from
the ST Roundtable on Genie...

   I've been the proud and happy owner of an SLM804 for about two and
   one-half years now, but there's something I recently realized I needed
   to know about the machine: what, if any, types of transparencies can
   be fed through the SLM804 in order to make B&W overhead projector
   transparencies for presentations?

   I know that certain brands and/or product numbers of transparencies
   cannot withstand the high heat of the printing process, and I'm loath
   to experiment with brands for two reasons -- they're expensive to buy,
   and I have nightmares about a transparency sheet melting against the
   rollers inside the printer, rendering it unusable. Does anybody know
   "safe" brands and/or product numbers? I'd appreciate any knowledgeable
   input in this regard. Thanks in advance!

Answer from Dave Flory [ST RT sysop]...

   I don't remember the brand but there is a transparency product out
   there that specifically says it is for Laser printers. Actually
   anything that will work with a xerox is ok as the technology, method,
   temperatures, etc. is identical at the fuser part of the operation.
   I.e. the tone is _melted_ onto the paper/transparency.
Answer from Gregg Anderson...

   What Dave said.... just make sure whatever transparency you buy is
   labeled as laser/copier compatible and you should have no problems.
   I've not put any through my system yet (SLM-804) but we put tons of
   them through our Mita copier and Cannon Laser printer at work with no
   problems....

Answer from Robert Johnstone...

   The info you are looking for is Avery and the number for the
   transparencies is "5182" for a 50 count or "5282" for a 20 count.

Questions and answers about the Falcon and it's memory - Cat. 14, Topic
20, Msgs 13-24 - from the ST Roundtable on Genie...

Question from Dave Glish...

  Someone asked about taking the memory board and putting sockets on it
  to allow one to increase the RAM as finances permit. I'm no teckie,
  but I doubt that if they had to use a special board, there would be
  enough room to add sockets.

  I really wish they would have used standard SIMMs. Maybe on the
  MegaFalcon.
Answer from Jim Allen [Fast Tech]...

  They were trying to do something _more_ than just provide ram. The
  creative possibilities using the scheme they came up with are great.
  If they used Simms there wouldn't be the ability to do a memory/video
  add on, etc, etc. This is a much more flexible solution.

  And all the big dealers...Toad, L+Y, etc...will be able to do their
  OWN memory upgrade boards cheaply, giving them good margins and you a
  lower price.

Question from Wayne Watson...

  How is the memory boards on the Falcon laid out and what kind of Dram
  is used?

  Is the board 'one size fits all' and you just put the desired amount
  of ram on it?

  What kind of drams are used?

More answers from Jim Allen [Fast Tech]...

  Actually a board with 32 sockets that can accept either 8 256Kx4 DIP
  Drams 80ns _or_ 8 1Megx4 DIP Drams 80ns _or_ 32 1Megx4 DIP Drams
  80ns...that gives you 1, 4, or 16 (14) Megs of ram, all on one board,
  just plug in the chips.

  Height is the prime physical constraint here, the board must fit UNDER
  the shielding, and SIMMs will probably be too high. it all depends on
  what the final production shielding is like.

Questions from Jim Moses about the new Turboram board from Fast Tech -
Cat. 4, Topic 11, Msgs 143-144 - from the ST Roundtable on Genie...

  Ok...I missed it. Can you rerun the info on Turboram - cost, size,
  compatibility with T25, Tinyturbo, STe, MegaSTe, etc?

Answer from Jim Allen [Fast Tech]...

  The TURBORAM board is an add on ram board that lets you add 8 Megabytes
  to the system. There are two versions, on for MegaST and one for all
  STE machines. When a T25 or Tiny030 accesses this ram, it will do so
  at a faster than normal rate. The ram looks to the system as if the

system ram continued past 4 Megs. It just plugs into the socket,
depending on machine, and doesn't require any wiring. It has 16 spots
for 1Megx4, 80ns, ZIP inline package Drams. The rams are about $10-12
each, the board will be $199 with 0K, so 8Megs will cost out at $359-
391. You can add 2Megs at a time, as the budget permits.

Older T20 and T25s and T16s that didn't "know" about the ram will be
upgraded for free.
We'll probably only sell 8Meg units direct, and supply 0K and 2Meg
units to dealers. Availability will be after the Tiny030s ship out.

I don't want to give an exact date, but the Tiny's are getting mighty
close. I've lined up help to get them assembled, etc.

Until next week.....

            _____

> GEMvelope! STR InfoFile   Announcement of a NEW Version!
  """"""""""""""""""""""""

                            GEMvelope
                            =========

Synergy Resources is proud to announce the release of a new version of
GEMvelope! the envelope printer.

    Finally, quick and easy printing of envelopes on your printer!
GEMvelope allows you to print envelopes on almost any printer. Laser (and
most other) printers will not feed an envelope so that you may print
across it. GEMvelope solves this problem allowing you to print even legal
size envelopes on virtually all laser printers and dot matrix printers,
including the HP DeskJet. GEMvelope was developed to work hand in hand
with most word processors and data bases to provide a complete solution.
This latest version (2.9) continues to expand and refine a product which
has been continuously upgraded and supported over the past two years.

GEMvelope Features:

y Import allows extracting an address from a letter in almost any
  word processor format (or from the GEM/Atari clipboard).

y Mail merge/browse allows printing one or many envelopes with an
  address imported from a database file such as Cardfile or Tracker/ST.
  (Database import is fully user-definable.)

y ** NEW! ** Special HP DeskJet support!

y Adjustable positioning for different size envelopes.

y Load-able and save-able addresses and configuration.

y POSTNET bar code printing for speeding your mail. (Will also save
  two cents per letter in the future according to the US Post Office!)

y ** NEW! ** A new text line is available and is placed at the bottom
  left of an envelope. This is for adding messages like "Attention:
  John Doe" or "Personal & Confidential".

y ** NEW! ** The program version runs in a window and supports a menu bar.

y A desk accessory version ideal for using from within programs like
  Tracker/ST!

y GEMvelope uses and includes GDOS and drivers for the following printers:
  Atari SLM804/605, HP LaserJet compatible, HP DeskJet,
  Epson FX80/LX compatible 9 pin, Epson/Panasonic compatible 24 pin,
  Star NX1000, Okimate 20.

y Includes Swiss, Dutch and Typewriter fonts.
  Fully compatible with FSM and bitmapped GDOS fonts.

y Compatible with all Atari ST and TT computers with 1 meg RAM.
  Atari SLM laser printers require 2 megs of RAM.

GEMvelope is designed to be used hand in hand with Tracker/ST as a
complete solution. List price of GEMvelope is only $30 and is available
directly from Synergy Resources or your Atari dealer. (Dealer
distribution is by Pacific Software)

Upgrades from version 2.0-2.1 is $6. Upgrades from version 2.7 or greater
is $3. Send original disk to Synergy Resources for upgrades.

                        Synergy Resources
                        754 N. Bolton Ave.
                     Indianapolis, IN 46219-5902
                          (317) 356-6946
                      GEnie Address: R.RICHARDS2

                              # # #

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> DRI GEM? STR FOCUS!   Where are we all going?
  """""""""""""""""""""

          WHAT EVER HAPPENED TO.....The Mac Killer : DRI's GEM?
          ===

by Stan Veit,

Transcribed by R. Morrow

     Since the dawn of personal computing, there has been a drive to use
microcomputers for something other than words and numbers. Even at the
beginning, there were graphics video boards which could draw crude
pictures on the screen, and a few that could add text somewhere just
outside the graphic area. However, it was Steve Wozniak and Apple that
truly delivered the graphics computer into the hands of computer artists.

     By 1984, computer graphics meant Macintosh. In truth, what the Mac
offered was more than picture drawing on a screen-even an IBM PC could do
that. Apple offered a graphics environment in which words and pictures
would cohabit just as the do in the world of publishing and advertising.

     Since Apple controlled the complete design, it alone knew what video
would be used, what keyboard would be included, and how the mouse would
work. The PC graphics people could only control the software. IBM and
Compaq controlled their own hardware and were not immediately interested
in the small graphics niche that Apple had carved out. Indeed, the PC
world was already selling lots of iron to big business without fancy
graphics.

                         WINDOWS OF OPPORTUNITY
     The idea of windows was older than the Mac. At the 1983 COMDEX,
several firms announced that they were developing desktop windows which
would allow users to work on several applications simultaneously, which
each application appearing in a different "window" on the computer screen.
The Visi Corp., maker of VisiCalc, announced Visi On. Microsoft announced
Windows, an extension of its MS-DOS system. Quarterdeck Software
introduced Desq, a multiwindow software integrator designed to work with
off-the-shelf software. And Digital Research Inc (DRI) announced a new
version of its Concurrent CP/M-86 system that would include a windowing
capability.

     Most of this was vaporware. Microsoft went so far as to announce the
$100 end-user price for Windows and declare that more than 20 software
developers had agreed to write applications for it. None of these early
windows proposals included graphics icons on the desktop: The use of
icons was an idea Apple picked up from Xerox and included the Lisa and,
later, the Macintosh.

     In 1983, DRI was suffering from its declining position as the primary
supplier of personal computer operating systems. In 1981, over 90
percent of its considerable income was derived from sales of CP/M, the
8-bit operating system developed by founder Gary Kildall. In the United
States, all margins melted away with the rise of the 16-bit IBM PC and
Microsoft's MS-DOS system. Sales of DRI's competing CP/M-86 did hang on
in Europe, however, contributing to the company's income and survival.

                         A GEM OF AN ENVIRONMENT
     By 1982, DRI had moved into graphics system software with the
development of the Graphics System Extension (GSX) for its advanced
operating system. In 1984, the company introduced the next step, which it

called the Virtual Device Interface. By combining these graphical and operating system technologies with an icon-based graphics environment, DRI developed the Graphics Environment Manager (GEM), released in March 1985.

    GEM was at once hailed as "the Macintosh on a PC," a response that immediately threw Apple's nose out of joint. Steve Jobs initiated talks with lawyers the first time he saw a GEM desktop screen which had the nerve to display "Hi!" (Macintosh's first screen displayed "Hello" when it was introduced.)

    GEM was an interesting product; it was a device-independent, graphics-based applications environment that operated as an extension of DOS. It had very limited multitasking ability, but multitasking was not too important back in 1985. Anyone who and worked with the Mac could recognize the GEM screen because it had the same type of pull-down menus, window bars, sizing boxes, and horror of horrors; even a wastebasket!

    Actually, what happened on the screen was entirely the work of an application called the GEM Desktop which ran under the GEM interface. Users had the option of running a GEM application without the aid of the Desktop, but there was no need, since DRI bundled a free GEM Desktop with every application.

    When GEM was first introduced, GEM Draw was the only available application; within a year, however, others began to appear. DRI offered developers an excellent deal to develop GEM software so that additional development costs were almost zero. DRI also announced it would undertake to retail GEM Desktop for $49 to end users so that smaller developers did not have to provide it. In spite of this, applications from independent developers were slow to appear.

    GEM Write, one of the first, was developed by Lifetree Software from it's popular Volksword word processor, but few other applications came along until 1986. Unlike the Macintosh, a user could launch DOS applications from the GEM Desktop. Most of them could be assigned icons, and there was even a "Launch DOS Commands" box. When a DOS application was started, GEM saved the Desktop and, when the DOS application ended, returned to the desktop. Many users thought this was much better than the DOS shells then available, and were willing to use GEM despite a dearth of applications.

    The portability of GEM gave DRI it's first big break. Jack Tramiel, the founder of Commodore, had resigned from the company and sold his stock. After taking a trip around the world, he and his sons decided to re-enter the computer business.

    At the time, Warner Communications owned Atari, which had been on the verge of bankruptcy since the video game business had cooled. Warner decided that Tramiel was the man to rescue Atari, and made a deal with him to take over the company on very favorable terms. To launch the revived Atari, Tramiel wanted to bring out a new computer loaded with excellent graphics capabilities. He went to DRI and obtained GEM support for the new Motorola 68000-based computers he planned to build.

                         BEHOLD THE JACKINTOSH
    With only a few months remaining until the 1985 Consumer Electronics Show in Las Vegas, the Atari team and DRI worked feverishly to-at the very least-build an exhibit-ready prototype. When the show first opened, no one was allowed near the cloth-covered Atari exhibit. Only after a ribbon-cutting ceremony hosted by the Governor of Nevada did Jack Tramiel

unveil what the press later called "the Jackintosh": the Atari 520 ST.

Designed to sell for $599 with both GEM and MIDI sound, the Atari 520 ST boasted all the features of the $2,000 Macintosh, and then some. It had a two-button mouse, pull-down menus, icons, windows that could be enlarged or reduced, and even a display that used a wastepaper basket similar to Macintosh's ash can. It also featured a MIDI interface to connect up to 16 peripherals serially and, last but not least, a hard disk interface.

The units exhibited at the show were all prototypes, made specifically and quickly for the show. They were mounted on a wall, and no one was permitted to touch them or even get too close. With Tramiel announcing that he would make 200,000 ST units a month, the possibility suddenly existed that GEM could quickly become the most important GUI in the world, and DRI could be back on top even without a PC operating system.

Of course, it never happened. No one knows how many Atari 520 STs were built because most of them were shipped to Europe, where they were sold at a much higher price. GEM attracted much interest in Europe: Apricot Computers in England decided to use GEM in its computers, while Amstrad Computers, the largest English manufacturer, bundled GEM with its line of PC compatibles sold all over the world.

TROUBLE IN REDMOND

Meanwhile, back in Redmond, Wash., Microsoft was having trouble getting out its own long-promised Windows system. So many shipping dates were missed that Bill Gates was forced to completely reorganize the company. At that time, it indeed seemed that DRI was coming back strong.

Unfortunately, the software developers being wooed by DRI were very fickle. They preferred to wait for Microsoft to finish Windows rather than take a chance on developing software applications for GEM.

LOOK AND FEEL LAWSUIT #1

Apple Computer was also reaching a boiling point over GEM, going so far as to bring a formal lawsuit. While it was obvious on examination that DRI had not used Apple's code to create its GEM environment, Apple's lawyers charged that DRI had copied "the look and feel of a Macintosh." This was the first time a "look and feel" copyright violation had been proposed. According to the lawyers, if you stood several feet away and squinted at both screens, you could not tell the difference between a Macintosh and a GEM screen-a similarity amounting to a violation of Apple's copyright.

DRI was convinced it could win in court, as the only precedence was a case between Atari and software pirates over the popular Pac Man game. No one had ever raised this particular argument, and the case could have gone either way. However, DRI knew that it could cost over $250,000 to win the case, which it could not afford. Apple, on the other hand, was after much bigger fish. If Apple lost, or did not get a clear decision, it could also lose when it sued Microsoft and IBM over Windows. The case was therefore settled out of court.

As a result, DRI made some minor changes in the Desktop and removed the offending wastepaper basket. The delays cost DRI significant business and gave Microsoft and IBM more time to develop Windows, which was announced as the future user interface for IBM's new OS/2 operating system and the screen for all IBM user software, across all platforms.

NOTHING VENTURED

To make matters worse, Digital Research allowed the most effective piece of GEM software to walk out the door. Three DRI employees came up with an idea for a graphics publishing package that would allow page makeup to be executed on the computer. They took the idea to John Rowley, president of DRI, for consideration. Aiming to get DRI out of the application software business in order to concentrate on GEM and operating systems, Rowley turned it down.

The three men quit and formed Ventura Software (later sold to Xerox), which produced the GEM-based Ventura Publisher. This system sold over 200,000 copies from 1986 to 1989 (when it was updated) and was the best-selling software system in 1987. DRI finally came out with its own desktop publishing system, GEM Publisher, in 1987. It had many of the same features as Ventura, but was a lower-cost package selling for half the price.

Eventually, DRI introduced a line of GEM applications that included GEM Paint, GEM Wordchart, GEM Graph, and GEM Artline. They also bundled Paint, Graph, and Write in the GEM Collection package, as well as a desktop presentation package called GEM Presentation Team.

A user could buy any one package and get the latest copy of GEM Desktop in the same box. Most of the GEM software family sold for under $200, and were primarily bought by previous GEM owners. The system did not take off the way its Microsoft rivals had, mainly because DRI did not know how to market to end users, and did not have the money to do so. In Europe, however, the GEM software did very well and generated much of the company's income.

Although in 1989, there were over 100 GEM application vendors, many of them only offered drivers to use their non-GEM software from the Desktop and a few GEM versions of MS-DOS applications. Ventura Publisher remained the outstanding GEM application, and even this was later converted to run under Windows using PostScript. The Ventura debacle and the fact that DRI was $10.5 million in debt caused Gary Kildall in January 1987 to replace Rowley with Dick Williams-a veteran of IBM.

Williams managed to pay off the debt and put DRI in the black by promoting the operating system software DR-DOS, a lower-cost replacement for MS-DOS and commercial point-of-sale systems. However, European sales accounted for 75% of the company's sales, and WIlliams did not want to risk investing in GEM marketing in the US against strong Microsoft Windows and Apple Macintosh opposition.

DRI GOES DRY

It cannot be said that GEM died-it just faded away from neglect and indifference. Generally, people who have it and use it find it makes a very stable platform for the whole line of GEM products.

GEM Draw, GEM Artline 1.0, GEM Write, GEM Graph, GEM Paint, and GEM Wordchart were sold to Drew A. Kaplan (DAK), the direct merchandiser. He bundles them with computers that he sells through his catalogs; recently, in order to acquire a mailing list of computer owners, he offered GEM Publisher for $19.

The latest versions of GEM Draw, GEM Artline 2.0 and GEM Presentation Team will not be replaced when current inventory is exhausted.

Digital Research itself was sold to Novell and then merged with it.

Dick Williams found that he did not fit into the corporate culture of
Novell and resigned. Today, DRI is being dismantled and will exist in
history only. Gary Kildall and his wife have stepped back and are
enjoying their well-earned money. Gary hosts the "Computer Chronicles" TV
show and watches the changes in the industry he did so much to develop.

     The story of DRI and GEM illustrates the problems that any small- or
medium-sized company may encounter when they develop a product that must
compete with one owned and promoted by the manufacturer of the most
widespread computer operating system. Once DRI lost that position, it
was never able to recover. Even giant IBM realized that it would have to
own its own OS and, consequently, would have to split with Microsoft.
This was also the motive behind the purchase of DRI by Novell. The moral
of GEM: Don't let the big rancher build a sluice gate upstream from your
little spread.

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> POWERDOS! STR InfoFile   When used with Warp-9, WOW!
  """"""""""""""""""""""""

                         POWERDOS!
                         =========

PRESS RELEASE
September 1, 1992
DragonWare Software

                    Releases PowerDOS as Freeware
                    =============================

DragonWare Software is proud to announce the freeware release of Chris
Latham's PowerDOS - a powerful multitasking operating system that runs on
the TOS series of computers from Atari Corp.

     PowerDOS represents over four years of intense study and development
efforts to create a powerful, fast, and yet a compatible multitasking
replacement of Atari's GEMDOS level system software. PowerDOS redefines
what your Atari ST, Mega ST, Stacy, STe, Mega STe, TT and Falcon computer
can do.

WHAT POWERDOS DOES

     PowerDOS handles every application call made to GEMDOS (GEMDOS is the
high-level part of TOS that deals with disk input/output; parallel, serial
and MIDI communication; program execution; memory   allocation) with
routines written in 100% assembly language. Call-for-call, PowerDOS is
many times faster than GEMDOS in reading and writing data to devices.

     If faster device i/o were all that PowerDOS offered, PowerDOS would
represent a significant breakthrough in system software - but PowerDOS
means more....

A SINGLE-MINDED GEMDOS

     Because TOS was not originally written with true multitasking in mind,

GEMDOS cannot task-switch. That is, GEMDOS can only run _one_ program at a time. An application must terminate (quit) before another application can be launched (ran). While tasks running under GEMDOS may launch other tasks (as in the case of a telecommunications program launching a file transfer program, or a programming shell launching a compiler), the launching task stops running, waiting for the launched task to terminate.

Imagine though, the possibilities of running more than one task at the same time! Suddenly, the concept of your computer being limited to handling a step-by-step linear series of tasks is shattered.

PowerDOS provides the ability to switch between tasks hundreds of times per second. Up to 256 tasks can run at once. PowerDOS manages the distribution of time via priority levels for individual tasks that can be set and changed so that more important tasks get a bigger slice of the pie.

WHAT POWERDOS ISN'T

PowerDOS isn't a magical multiple-GEM window multitasker. Why? PowerDOS places compatibility over bells-and-whistles.

To maintain the fullest possible compatibility with the existing base of TOS platform applications, PowerDOS adheres strongly to the GEMDOS set of rules. What that means is that programs that aren't written to take advantage of PowerDOS multitasking (or interprocess communication or memory management) won't multitask easily. These programs aren't aware of the advantages of PowerDOS - but if made aware, they can easily multitask, and significantly increase user productivity.

All legal TOS programs _will_run_ under PowerDOS - and will enjoy PowerDOS's lightning fast device I/O - but unless programs are written with PowerDOS's extensions in mind, the ability to multitask will be limited.

PowerDOS was designed with the future of TOS based machines in mind while ensuring that the previous generation of TOS software will continue to work.

MAKING POWERDOS WORK FOR YOU

PROGRAMMERS:
PowerDOS adds dozens of system calls to the GEMDOS series. These calls allow programmers to _easily_ set up interprocess communication (Subscribe-and-Publish!), to restrict and manage memory use, to monitor the status of any task running under PowerDOS, to spawn off child processes, and most importantly to add new device drivers and commands to PowerDOS - making PowerDOS infinitely expandable.

To make your programs work with PowerDOS, contact Christopher Roberts at DragonWare Software, and ask for a PowerDOS Developers Kit.

NON-PROGRAMMERS:
The real beauty of PowerDOS is that it is totally transparent to the user. A user simply installs PowerDOS in the AUTO folder and realizes a tremendous increase in device I/O speed. Life is better.

More advanced users can take advantage of setting up alias drives, adding pipes, naming serial ports, and using any of the number of PowerDOS utilities now available and those still under development.

POWERDOS - A BASE TO BUILD ON

     Currently, DragonWare Software has two series of applications under
development which rely on the Power of PowerDOS. The first series,
Powernet, is a Local Area Network for the Atari TOS series of computers.
Powernet has been shipping for several months, and is an unqualified hit
among users! (Powernet is the LAN of choice in Sunnyvale!)

     AtariTalk-2 is a still-under-development series of   drivers for
Powernet that will allow Atari TOS computers to communicate with AppleTalk
and Ethernet LANs.
WHY IS POWERDOS FREEWARE?

     With the advent of Atari's new Falcon computer, the market for TOS
based hardware and software is ready to grow. We at DragonWare are ready
to help supply TOS users with the tools to properly utilize their
machines, and we can think of no other tool that could revolutionize the
way that owners use their machines than PowerDOS. Hence, we have decided
to make PowerDOS a freeware product. While all copyrights to PowerDOS are
retained by PowerPoint Software, PowerDOS itself may be freely
distributed.

     There are plans for more PowerDOS goodies to be released in the near
future - stand by for some exciting announcements.

     DragonWare Software welcomes any inquiry, and stands ready to support
any developer or user who wishes to take advantage of the Power of
PowerDOS.

For inquiries:
                           DragonWare Software
                              P.O. Box 1719
                           Havre, MT 59501-1719
                             (408) 265-9609
                            GEnie: DRAGONWARE

     ===-===-===-===-===-===-===-===-===-===-===-===-===-===-===-===-===
                DragonWare Software is a member of the IAAD
      the Independent Association of Atari Developers and fully supports
      development of hardware and software to fully unleash the power of
             the entire series of TOS based computers from Atari
     ===-===-===-===-===-===-===-===-===-===-===-===-===-===-===-===-===

     PowerDOS and Powernet are copyright 1992, PowerPoint Software,
  manufactured and distributed under license by DragonWare Software Inc.

       AtariTalk-2 is copyright 1992, DragonWare Software Inc.

  Atari, TOS, GEMDOS, ST, Mega ST, Stacy, STe, Mega STe, TT and Falcon are
                    all copyrights of Atari Corporation.

    All other products mentioned are copyright and/or trademark of their
                          respective holders.

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                        GLENDALE UPDATES!
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     The show will be held Saturday and Sunday, September 12-13, 1992 at
the Glendale Civic Auditorium, 1041 N. Verdugo Road, Glendale, CA. Hours
are 10:00 am to 6:00 pm on Saturday and 10:00 am to 4:00 pm on Sunday.
General Admission is $6.00 per person with a two day pass costing only
$10.00.

     For those of you who will be needing lodging we have made arrangements
with the Burbank Hilton. Regular rates are $119.00 per night but if you
mention ATARI you will get a room for $65.00 per night, single or double
occupancy. Executive suites are also available for a per night charge of
$95.00. Reservations may be made by calling the Hilton at 800-643-7400(in
California), 800-468-3576(inside the USA) or at 818-843-600 (outside the
USA). The guaranteed reservation cut-off date is August 20th. If you are
quoted another rate ask for Roy Butler, Sales Manger.

     This year The Glendale Show will be holding Desk Top Publishing
Classes. There will be a $25.00 (US) fee for these hands-on classes. DMC
(ISD) will be holding Beginning and Advanced classes for owners and
prospective owners of Calamus SL. Classes will be held on Saturday and
Sunday. Classroom size is limited. A number of people have already
pre-registered. Additional registrations can be made the day of the show
by going to booth #19 by 12 noon each day. The Beginning class will be on
Saturday at 1 pm and the Advanced class will be on Sunday at 1 pm.

     If you have any questions send mail to H.A.C.K.S., 249 N. Brand Bl.
#321, Glendale, CA 91203 or leave GEmail to John.King.T or call John King
Tarpinian at 818-246-7276.

     It was announced by Jerry Pournelle that he would be attending the
Glendale Show on Saturday 09/12/92. John k. Tarpinian has made assurances
that all possible cooperation would accorded Mr. Pournelle including the
".50 cent tour".

The exhibitor list for the Glendale Show;

                        ATARI CORPORATION
                      THE COMPUTER NETWORK
                        COMPUTER SAFARI
                    OREGON RESEARCH ASSOCIATES
                        CLEAR THINKING
                        D.A. BRUMLEVE
                         SUDDEN INC
                    FAIR DINKUM TECHNOLOGIES
                        MICRO CREATIONS
                        BRANCH ALWAYS
                      MID-CITIES COMP-SOFT
                      FREEZE DRIED SOFTWARE
                      McDONALD & ASSOCIATES
                       WINTERTREE SOFTWARE
                        BEST ELECTRONICS
                             JMG
                            COMPO

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                            ICD
                          S.D.S.
                   CODEHEAD TECHNOLOGIES
                     FAST TECHNOLOGIES
                         LEXICOR
                         MIGRAPH
                       DRAGONWARE
                          GENIE
                        DMC (ISD)
                       BECKEMEYER
                     BIO ILLUSTRATIONS
                         GRIBNIF
                    GADGETS BY SMALL
                    ZUBAIR INTERFACES
                  ST INFORMER MAGAZINE
                ATARI EXPLORER MAGAZINE
                         Z*NET
                  ATARIUSER MAGAZINE
Plus demonstrations by:

                    BAREFOOT SOFTWARE
                    STEINBERG/JONES
                      DIGITAL F/X
                       GOLDLEAF
                      SOFT-LOGIK
                     AND OTHERS...


USER GROUP BOOTHS:
                        A.C.A.O.C.
                     SOUTH BAY A.C.E.
                      NOCCC-ST SIG
                         R.A.M.
                       L.O.C.H. ACE
                 H.A.C.K.S. (host club, no booth)
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> DIAMOND EDGE! STR InfoFile   Announcing...... TWO NEW programs!
  """""""""""""""""""""""""""

                         DIAMOND EDGE
                            and
                  THE ULTIMATE VIRUS KILLER

    Oregon Research Associates is proud to announce the addition of two
new programs to our line of quality Atari ST software:

DIAMOND EDGE

      Under continual development for two years, Diamond Edge represents our
unwavering commitment to provide the Atari ST community with the highest
quality software and product support available for any computer.

Diamond Edge provides the most advanced set of Disk Management tools

available for the Atari ST:

Disk Diagnostics:
    Analyzes your disks for critical errors that could lead to data loss.
    Complete reporting of all errors found and the affected files. Assess
    media integrity and map bad sectors. Assess the integrity of data on
    your disk with CRC and checksum validations.

Optimization:
    Improves disk access. Defragments files and directories, consolidates
    free space and optimizes data locations to improve disk performance.
    FAST disk optimization for reading or writing.   Analyzes disk
    fragmentation level to assess disk performance.

Repair:
    Repairs damaged disk structure, damaged files, and maps bad sectors.
    Save, restore, edit critical disk information to restore even very
    badly damaged disks or   recover crashed   disks. Assessment and
    validation of the integrity of the recovered information.

 Data Recovery:
    The Complete Undelete. The Diamond Mirror system automatically saves
    critical disk information that allows you to recover deleted files.
    Even undelete fragmented files and subdirectories. Validate the
    integrity of the undeleted file.   Identifies and recovers data from
    lost clusters and unzero's disks.

 General Disk Management:
    A wide variety of powerful disk management and information tools are
    available, including hard disk partitioning, copying, zeroing, wiping,
    etc.

    Diamond Edge defines the new state of the art in disk management,
diagnostics, repair, optimization, and data recovery software for the
Atari ST and is accompanied by a comprehensive spiral bound manual. A
full featured demo is available in file #25511.

Ultimate Virus Killer

    There are nearly 70 types of virus prevalent on the Atari ST. With
this package you can detect, destroy, and protect yourself from virus
infection by all known and even unknown viruses.

    Scans disks and memory for suspicious system activity.   Detects even
unknown viruses and calculates a viral contamination probability.
Immunizes your disks against future virus attacks. 67 Viruses recognized,
immunized, and destroyed.   Including the dreaded "link viruses" that
attach themselves to every program that runs and can destroy all your
data.

    Over 1000 executable boot sectors explicitly recognized and nearly 500
repairable. Regularly update to guarantee the   best possible virus
protection possible. The Ultimate Virus Killer is the ULTIMATE tool to
protect your Atari ST from virus infection and is accompanied by a
comprehensive printed manual..

Diamond Edge is available for the introductory price of only $69.95 and
will be released at the Glendale show on September 12, 1992.

A special, LIMITED TIME, offer to existing Diamond Back II owners is as
follows:

    As a special thanks for your support, we are offering Diamond Edge to
    all existing Diamond Back II owners for only $50 (30% off retail) and
    are offering the Ultimate Virus Killer to existing Diamond Back II
    owners for only $22 (30% off retail). Just furnish your Diamond Back
    II owners registration number when ordering.

The Ultimate Virus Killer is available for the introductory price of only
$29.95 and will be released at the Glendale show on September 12, 1992.

Backup, Diagnostics, Optimization, Repair, Recovery, Virus Prevention:
Total disk protection from Oregon Research Associates.   On the cutting
Edge of Computer Technology.

Check, Money Order, COD, or VISA/MasterCard accepted. When ordering,
please be sure to include $5 for shipping and handling.

Additional information can be obtained by contacting us at:

                        Oregon Research Associates
                   16200 S.W. Pacific Hwy., Suite 162
                           Tigard, OR 97224

                       Phone: (503) 620-4919
                       FAX: (503) 639-6182
                       Genie mail: ORA.TECH

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> WAACE'92 STR SHOW NEWS   THE PREMIER EAST COAST SHOW
  """""""""""""""""""""""

                              WAACE'92
                              ========

 As of 01, Sept. WAACE has reserved space for the following vendors:

        D.A.Brumleve   Debonair Software
        Fair Dinkum   Baggettaware
        ST Informer (MacDonald Assoc.)   Gribnif
        Megatype   Fast Technology
        Codehead   Atari Interface
        Compuserve   Toad Computers
        Clear Thinking   Oregon Research
        Dragon Software   Current Notes
        Accusoft ST   Taylor Ridge Bks
        eSTeem   Rising Star Computers
        Computer Studio   Joppa Computer Prods
        Missionware   Gadgets by Small
        Joppa Software Dev   Barefoot Software
        SKWare One   Step Ahead Software

Barring any errors or changes in plans this leaves exactly three
spaces available in the main vendor area. WAACE is working on rearranging
some of the other show activities to make more space available for
vendors.

The WAACE people find this to be an extremely gratifying response.
The many positive interactions that Ken has had with vendors on the phone
are equally uplifting.

If your name should be on this list and it is not please contact the
WAACE Vendor Coordinator right away. His name is Ken Fassler (DTACK) and
he can be reached at 301-229-1886. Time is running out on advance
discounts for booth space.

Keep your eyes open for additional uploads on the hotel, travel
directions, banquet, and seminars.

Also, watch the online magazines, STReport, AEO, etc. for additional
information.
Print ads are appearing in upcoming issues of AIM, ST Informer, and
Current Notes.

Wow!! that was quite a last minute rush... Hope to see you all at the
Fest...

CTSY GEnie ST RT
from Sheldon Winick of Computer Studio

I'm pleased to announce that in addition to our presence on the show
floor with a double booth space, Computer STudio will also be hosting
seminar sessions on both Saturday and Sunday at this year's WAACE
AtariFest. Saturday's seminar will be "PROFESSIONAL CADD (Computer Aided
Design and Drafting)" and Sunday's session will be "PROFESSIONAL MIDI with
Cubase". Come join us for two very exciting high end professional
applications on the Atari platform, and meet Computer STudio's
professional staff.

                    WAACE Seminar - Saturday, October 10, 1992

PROFESSIONAL CADD (Computer Aided Design and Drafting)

by Sheldon Winick (Computer STudio - Asheville, NC)

Sheldon Winick, owner of Computer STudio and registered architect,
will conduct a 1-hour seminar focusing on DynaCADD on Atari's TT030
Graphic Workstation. Sheldon will demonstrate the power and speed of both
the hardware and software, and its' importance as a valuable productivity
tool. He will do a general overview of DynaCADD, show examples of current
architectural work, and discuss his reasons for choosing the Atari
platform for his own CADD workstation requirements.

In addition to owning and operating Computer STudio, a full-service
Atari business computer center located in Asheville, NC, Sheldon has
operated his own architectural firm since 1971. He is a Registered
Architect in the states of Florida, Tenn., North Carolina and Colorado, as
well as holding a national NCARB architectural certificate.

DynaCADD and the TT030 form the basis for his own incredibly fast and
powerful CADD workstation. He will discuss why this system solution
holds a clear superiority over other alternative systems. A Panasonic
FX-RS505U flatbed scanner and Atari SLM605 laser printer are also part of
his productivity system, and a Houston Instruments DMP-160 pen plotter
completes the system. The DMP-160 is an architectural D-size (24" x 36")
8-pen plotter. Come see for yourself how drawing tasks that used to take
hours can now be done in minutes or seconds with an Atari workstation.

    Sheldon has arranged for DynaCADD to be offered at a special show
price to those who attend this seminar session. He will also be offering
special values on related computer equipment, pen plotters and
accessories, including Computer STudio's own line of external hard drive
systems.

                  WAACE Seminar - Sunday, October 11, 1992

PROFESSIONAL MIDI with Cubase

by Mike Cloninger (Computer STudio - Asheville, NC)
    Mike Cloninger, as a member of Computer Studio's professional staff,
will be conducting a MIDI seminar at this year's WAACE show, using CUBASE
3.0 and an ATARI TT030 workstation. Other equipment he'll be using will
include several KAWAI keyboards, a ROLAND drum machine and miscellaneous
effect processors. Topics covered will include:

                        CUBASE 3.0 overview
                  Basic sequencing Using the editors
                          Cycle recording
                          MIDI processor
                       Dynamic MIDI manager
                  Plus many more features of CUBASE

    Hopefully, he can help you get the most out this outstanding package
and answer any questions you may have about MIDI.

    Members of the Computer STudio staff that will be attending this
year's WAACE AtariFest, the east coast's premier Atari event, are all
looking forward to seeing everyone and mingling with such a large group of
fellow Atarians. In addition to our being a full-service Atari Business
Computer Center, we're also an authorized Kawai Electronic Musical
Instrument Dealership. We'll be offering special show pricing on Kawai
MIDI equipment as well as all Atari hardware and software.

                              See you in D.C.

                      Russ Brown WAACE Gen Info Spokesman

         _____

- Boca Raton, FL   CIS'S RON LUKS ANNOUNCES REHBOCK CIS CONFERENCE

     Announced here last week, now an update.   Compuserve will host an
online conference featuring Atari's Bill Rehbock in the Electronic
Convention Center (GO CONVENTION).   The Convention Center will feature
special HALF PRICE rates for this event.   It will be held on Sept. 08,
1992 at 8:30pm EDT - 5:30pm PST. The Falcon and its technological wonders
are part of the conference's featured areas of discussion.

- New York City, NY   MANNY'S PETER LEVIN CLEARS THE AIR!

Last week we presented this small item;

                  MANNY'S TO DROP ATARI LINE?

     According to our source, Manny's Music, a long time Atari dealer in
the Big Apple is quite upset with Atari as a result of the information
they received about the Falcon's disappointing holiday timetable. STR's
correspondent was told; "When they were told it would be another dry
Christmas all hell broke loose!" Hopefully, renewed negotiations will
perhaps bring about a change of heart.

To further cover the situation and clarify some un-necessary confusion we
now present;

     Peter Levin, the gentleman who attended the meeting in Hartford, was
contacted by STR. When the matter of their being upset with Atari was
discussed, he stated he really didn't mind that fact they'd been told by
Atari to expect "one or two machines before Christmas and to expect large
quantities after the first of the year." When asked about dropping the
Atari line, he emphatically stated that he expected Atari to _keep its
word_ on the arrival schedule given him.

     He also stated he was upset with the fact they had not sent someone to
the meeting with more detailed information relative to their upcoming
marketing plans. Additionally, he mentioned he was indeed the focal point
at the meeting in as much as he asked the most questions relative to
Atari's future plans in the areas of production, marketing, advertising
etc..

     He also pointed out his displeasure with the manner in which Atari had
described the meeting's purpose.   He stated the meeting announcement was
misleading in that he fully expected to be made privy to Atari's marketing
plans etc..   Instead, he said, it was a simple dealer viewing of the
Falcon and a vague presentation by Ron Smith.   Levin pointed out that
Smith had only been with Atari for two months at the time in the capacity
of consultant.

     Mr. Levin also expressed that he was pleased the 1040ste was "such a
good seller for Manny's". We have those machines in stock and expect more
shortly and since we are primarily in the music business, these machines
do us just fine. Levin further expressed; I do feel the Falcon is a good

step forward for Atari as long as they deliver as promised.

- Sunnyvale, CA   TOS 4.0 -> ALL IN ONE CHIP!

    TOS 4.0 for the new machines is stored in only ONE ROM! And.. it
contains all the data relative to all the different countries and
keyboards. Thus, it could be considered a "Universal TOS".   Its now
possible to configure your machine from the choices that available in
ROM). A CPX will control the configuration process. Now, that's a good
idea!

    _____

Correction;
    In last week's issue the Z*NET entry was inadvertently omitted, by the
    text format process, from the Glendale list of exhibitors.

  ""

                    STReport's "EDITORIAL CARTOON"
                    """"""""""""""""""""""""""""""""

> A "Quotable Quote"   "OH YEAH?!? - WHO SEZ SO?!?"
   """""""""""""""""""

        "The more responsibility on your shoulders the less
        room for chips..."

                                  ...THE WISE OLD OWL

  ""

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> ABCO SPECIALS! STR InfoFile      * NEW 1992 Prices!  MORE Products! *
  """""""""""""""""""""""""""       ------------------------------


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              DELUXE 2 bay Cabinet W/65w Auto PS & Blower $119.00
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                SQN1096       83mb  3.5"      Y        519.00
                SQN2055      120mb  3.5"      Y        574.95
                SQN1296      213mb  3.5"      Y        839.00
                SQN4055      340mb  3.5"      Y       1310.00
             ==================================================
              Standard "Shoebox Cabinet style is also available


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               PLEASE NOTE: The above is partial listing only!
                    Many other configurations available.
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          SPECIAL PURCHASE! * 83mb - 1345mb * Hard Disk Mechanisms
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Atari SLM 605 Laser Toner Kits
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Facit P6060, Fontx Syslaser, Harris3M 2006, M-Tally MT905
Microtek Turbo PS, OAS Laserpro Executive, Packard Bell 9500
TEC LB 1305, Toshiba PageLaser 6
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